



The Art of the Tasmanian Tiger™



KROME
STUDIOS

Steve Stamatiadis

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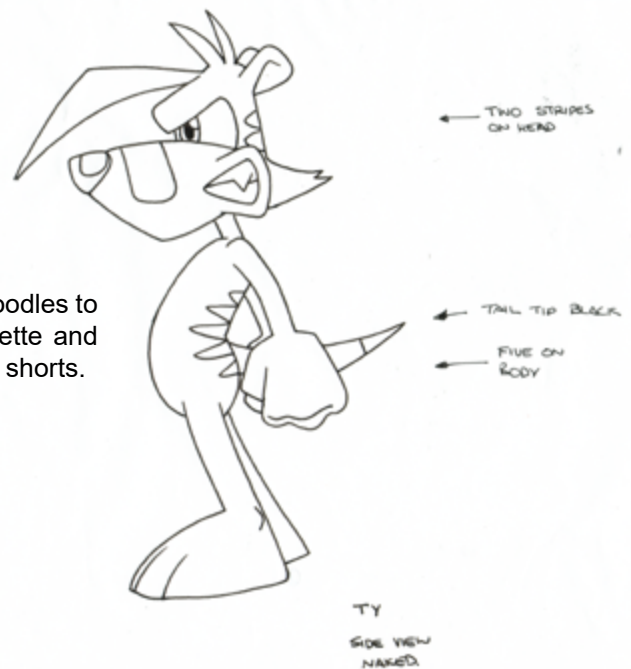


KROME™
STUDIOS



The sketches

The first thumbnail doodles to work out TY's silhouette and the original turquoise shorts.



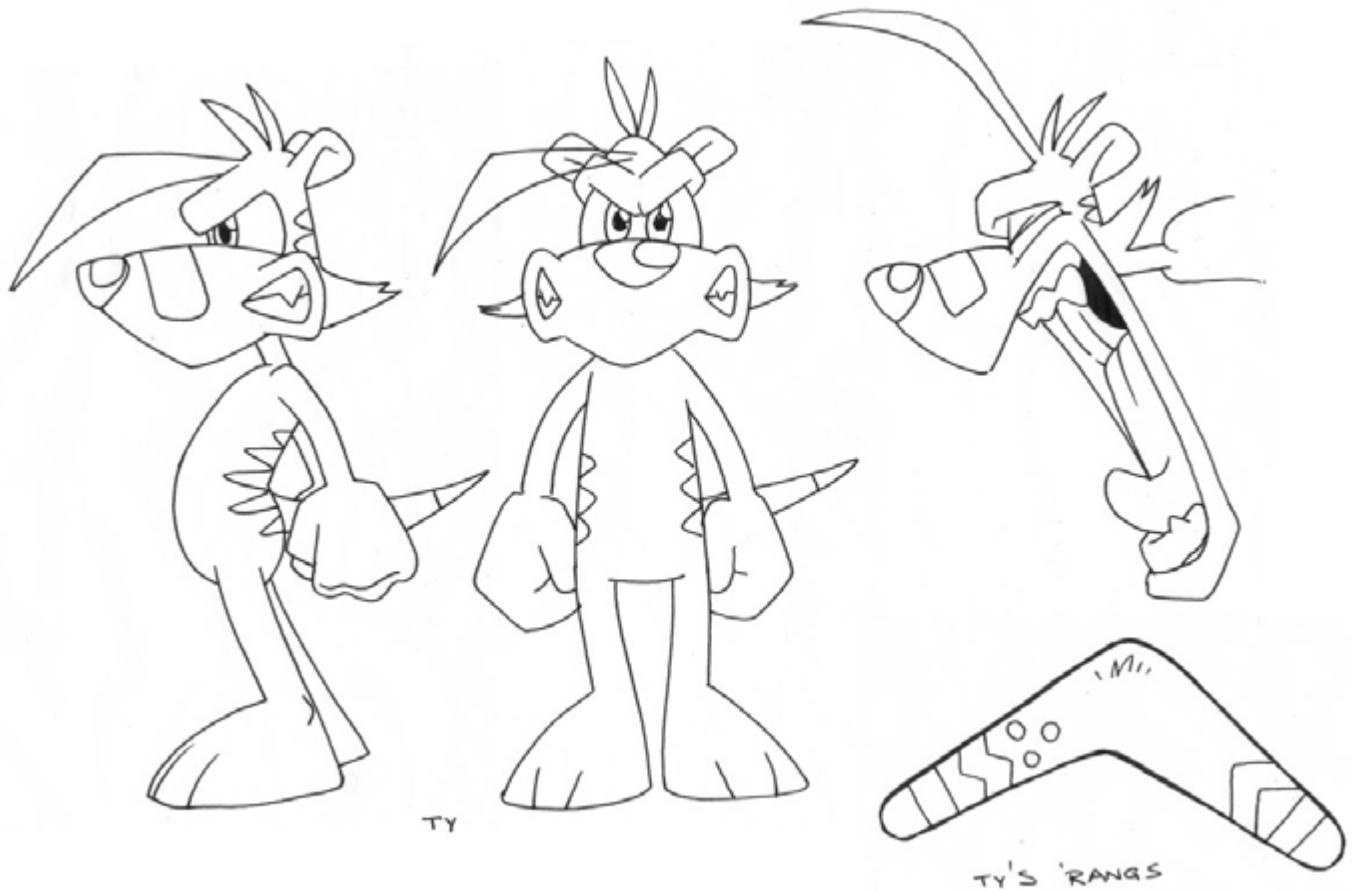


TY the Tasmanian Tiger

The second and final design used for the game. The design on his pants was simplified to the yellow suns and the color was changed to red. Also his shoes were removed because at this point in the game they were going to be used as power-ups.

When we were deciding on what to make the main character, it was unanimous that it be a Tasmanian Tiger from the very start. Everyone thought it was the coolest Australian animal to be the lead. Even if it was extinct.

The yellow patch on his nose is zinc cream so he doesn't get sunburnt running around under the harsh Australian sun.



Ty the Tassie Tiger

Alternate gear

At one point we toyed with the idea of giving TY different gear for the snow and beach levels. In the end we decided it was better to keep the one look for the whole game. Besides it makes him look way more rugged sliding around in the snow and ice in his shorts.



First promo art

I did this up as a DVD cover so that we could hand out discs to publishers when we were showing it to people. It has the first TY logo before we had even settled on a name. We eventually started calling it "TY the Tasmanian Tiger" as a working title until we came up with something better, but it stuck.



Cover poses

These are some sketches of potential poses for the actual game cover. EA wanted the weird running one that appeared on the final box art. The fact that both the arm and leg on one side are forward while running always bugged me, but that's what they really, really wanted.







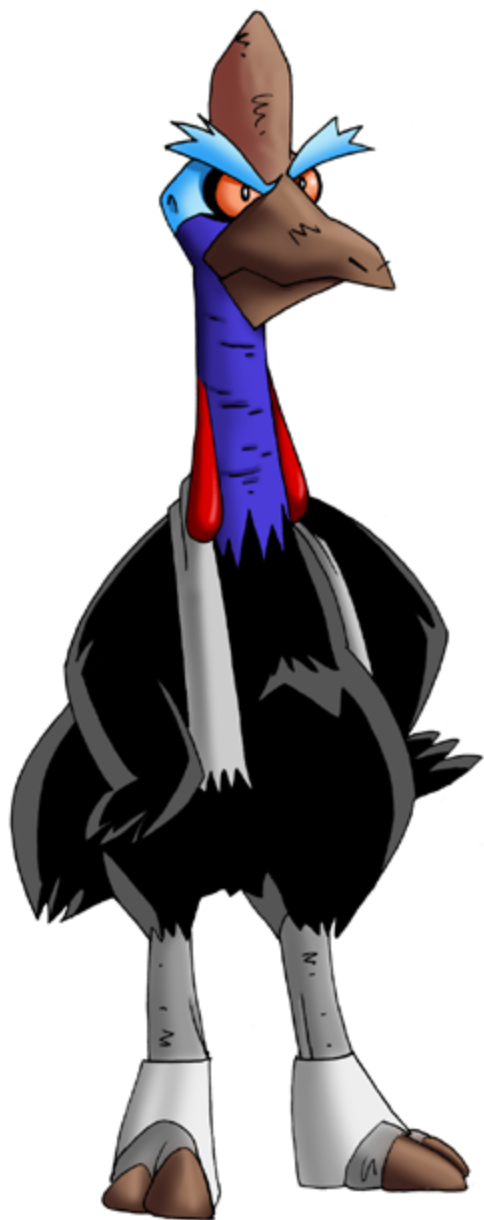
Original cover art

This is my original cover art that I was asked to do by EA. From experience I knew that it was never going to get used, but they were adamant that it would be. In the end it got painted over by another artist to make it “appear more 3D rendered”. I was expecting that so I wasn't really even disappointed.

Boss Cass

As TY's adversary in the game Cass was easy to design. I always imagined him as a sort of evil Big Bird and Cassowaries are pretty much that right out of the box.

I wish I had thought of some better costuming at the time. Luckily the natural features and coloring of a cassowary did most of the heavy lifting. At least the scarf let me give him some costume changes in the later games, like the prison scarf in TY 2.

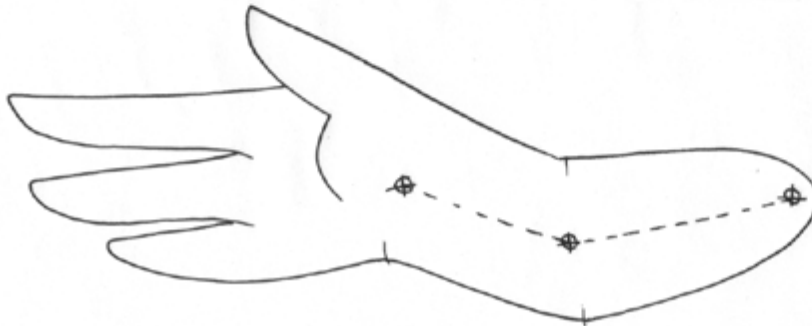






Maurie the Cockatoo

As TY's mentor figure we wanted Maurie to be a bit of an old Aussie curmudgeon. He's the kind of guy that would be found sitting at the corner of a pub bar telling tales. In this case he's drinking Ginger Beer as is the way of the TY universe. He's got the singlet of a worker and the glasses of a thinker, though he'd rather be talking about adventures than having them.



MAURIE ARM (RIGHT)



Promotional boomerang design

Design for a sticker that we attached to some wooden boomerangs and handed out to people as a promotional item.

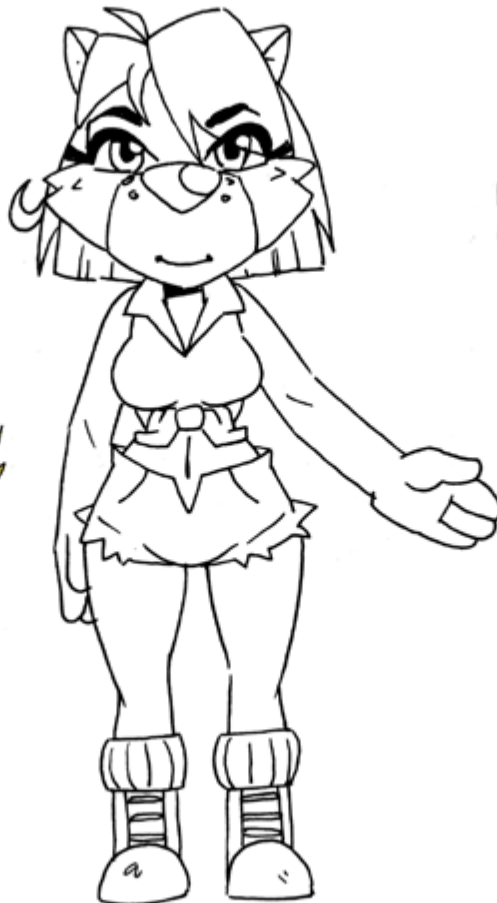


Shazza the Dingo

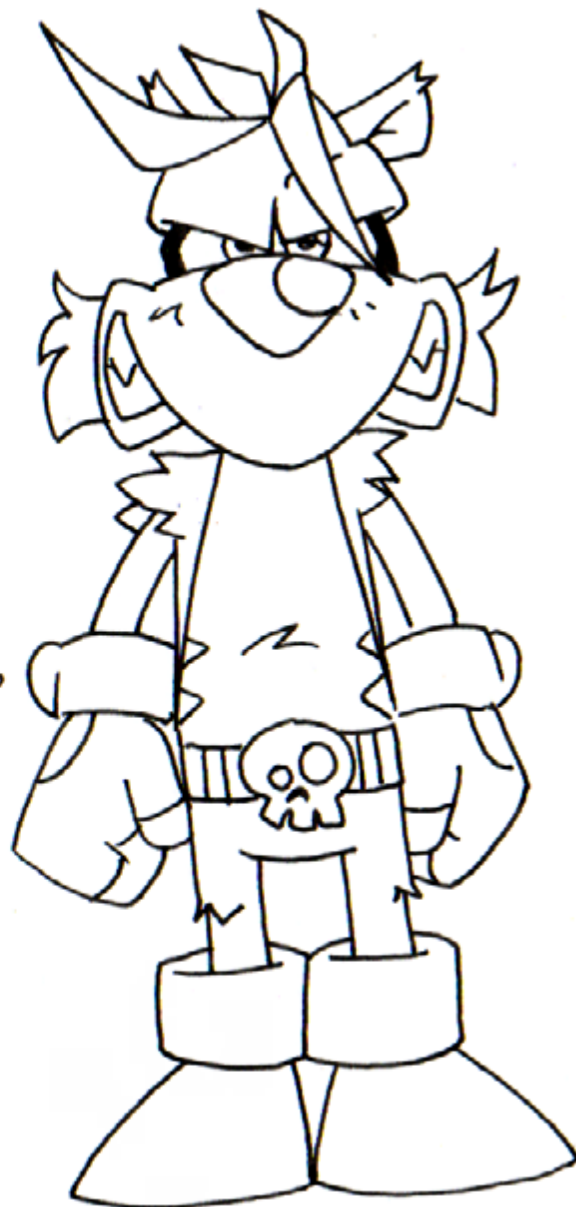
Shazza was meant to be TY's best friend and the girl next door. The original design was maybe too much girl next door and didn't look right next to TY's design. So I gave her a redesign to something a little more adventurous looking. New Shazza looked more like she could take on Frills herself as well as fix her jeep.

The blue bangle is always part of Shazza's costumes even in later games. No reason other than I like it as her family look.

Original Shazza design



Final Shazza design



Sly the Tasmanian Tiger

Bad boy Sly was created so that people on the team stopped getting lead programmer Sly mixed up with character TY. It worked and also gave us an awesome and much beloved anti-hero.





Julius the Koala

The most important thing about Julius, apart from his inventor workshop look, is the fact that he has two thumbs just like a real Koala.



Ranger Ken the Tasmanian Devil

I wanted to give him a completely different look from TY so I made him big even though he's a huge softie.

Ken is somewhat based on a TY team member who used to love jumping off boats to tag turtles. It wasn't planned that way, though it's something I realized after the fact.





Dennis the Green Tree Frog

I based his head on a cool looking real tree frog and the rest of his look is actually inspired by Jack Palance's character in Tim Burton's *Batman*, of all things.

Important feature: Dennis NEVER wears pants.



Bri

TY's Dad

**Di**

TY's Mum. Notice the pattern she has on her dress. There's a reason TY's shorts look the way they do.

**Betty**

Unused original design for TY's sister.

**Bro**

Generic Thylacine design used in the intro cinematic. Not actually related to TY.



Bilby Dad

One of the first NPC designs done for the game.

Early TY designs are a bit more stylized cartoony looking than later ones e.g. TY's side mouth. The Bilbies have floating noses which kept getting flagged by QA as a bug.



Bilby Girl



Postage Paid

Originally the Bilbies were going to be packaged up in airmail parcels but we decided they would look cuter if you could see them better, so we added the cages.





Bilby Mother

Don't let that housewife look fool you, she has a doctorate in Australian history and regularly speaks at symposiums.

And raises two kids.



Granny Bilby



Bilby Boy

Ended up also getting used for the intro cinematic as TY's playmate.

Lenny the Lyrebird

With a name like that I'll never understand how people keep falling for his advice. If you got stung at the boiler, don't worry, there were a few people at Krome who should have known better but did too.



The Bunyip Elder

I tried to give the bunyips a mix of features that matched up with their traditional descriptions. Hence the beaks and fur. The Elder was also modelled after an Orangutan.

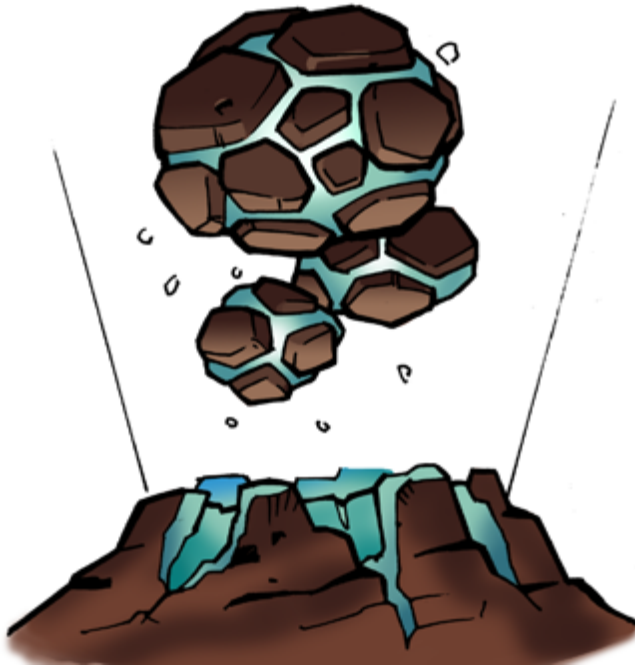




The Invincibility Bunyip

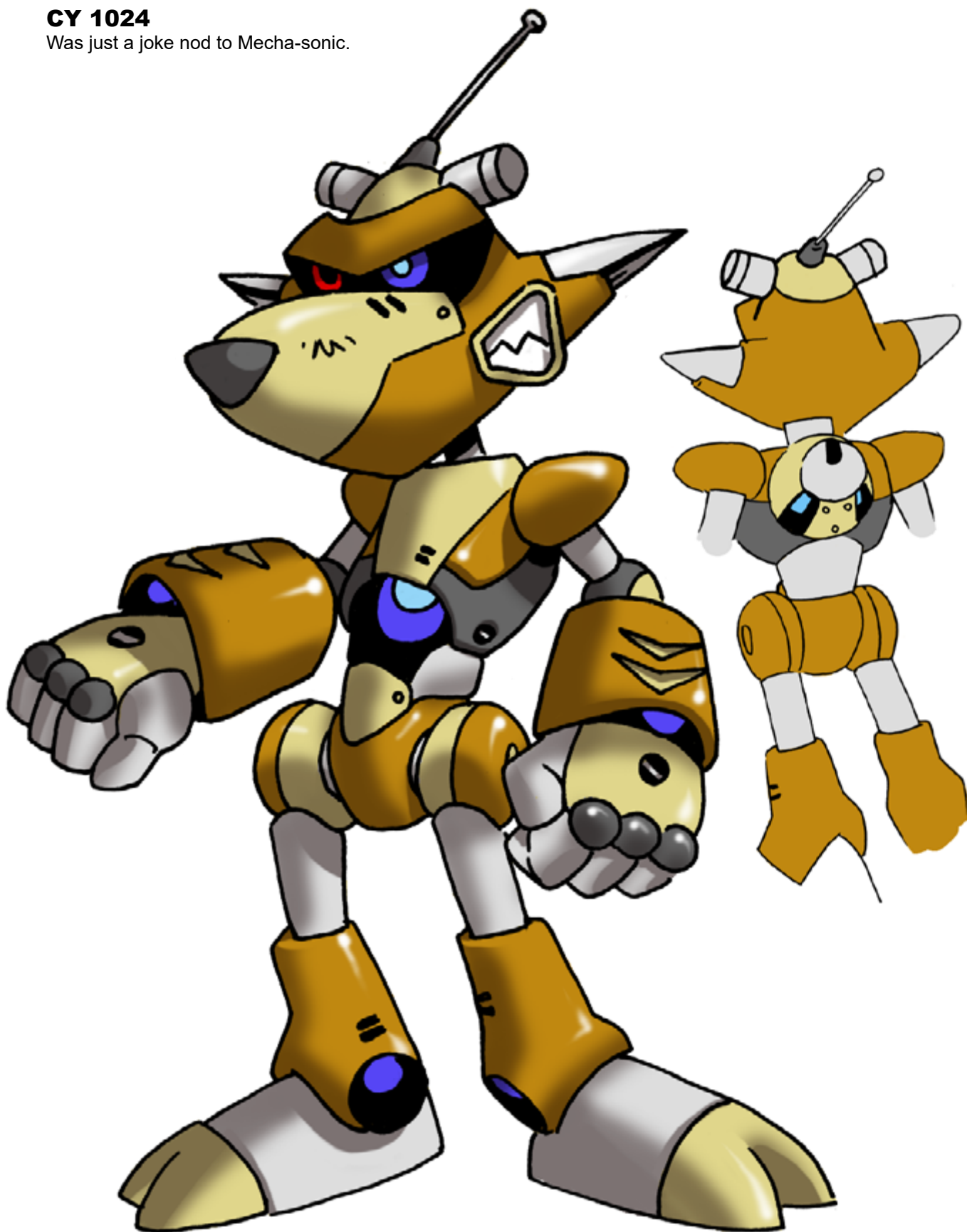
This guy was an early idea to tie the Bunyips into the game more but we didn't really have a lot of use for him in the final game.

The Bunyips from the third game were all actually designed for TY 1 as various power-up abilities but they never really made it to the design because we realized we already had plenty of gameplay mechanics as it was.



CY 1024

Was just a joke nod to Mecha-sonic.





Frill Lizards

These guys were basically lifted from a Frill Lizard design I did for a project I did in art college. Recycle ideas when you can.



Chemical Frills

They show up in the toxic pipes mini-game in the outback.

Scuba Frills

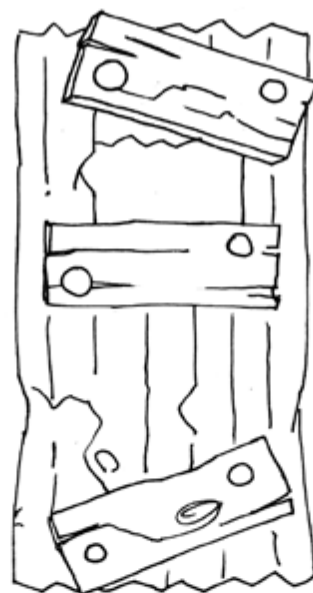
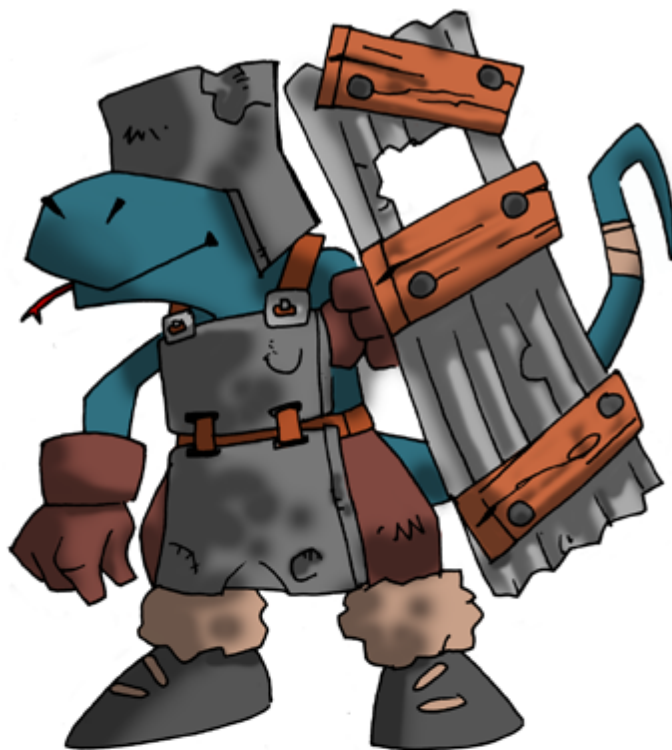
I gave them smaller frills to make it look like they had them tucked into their swimming caps.



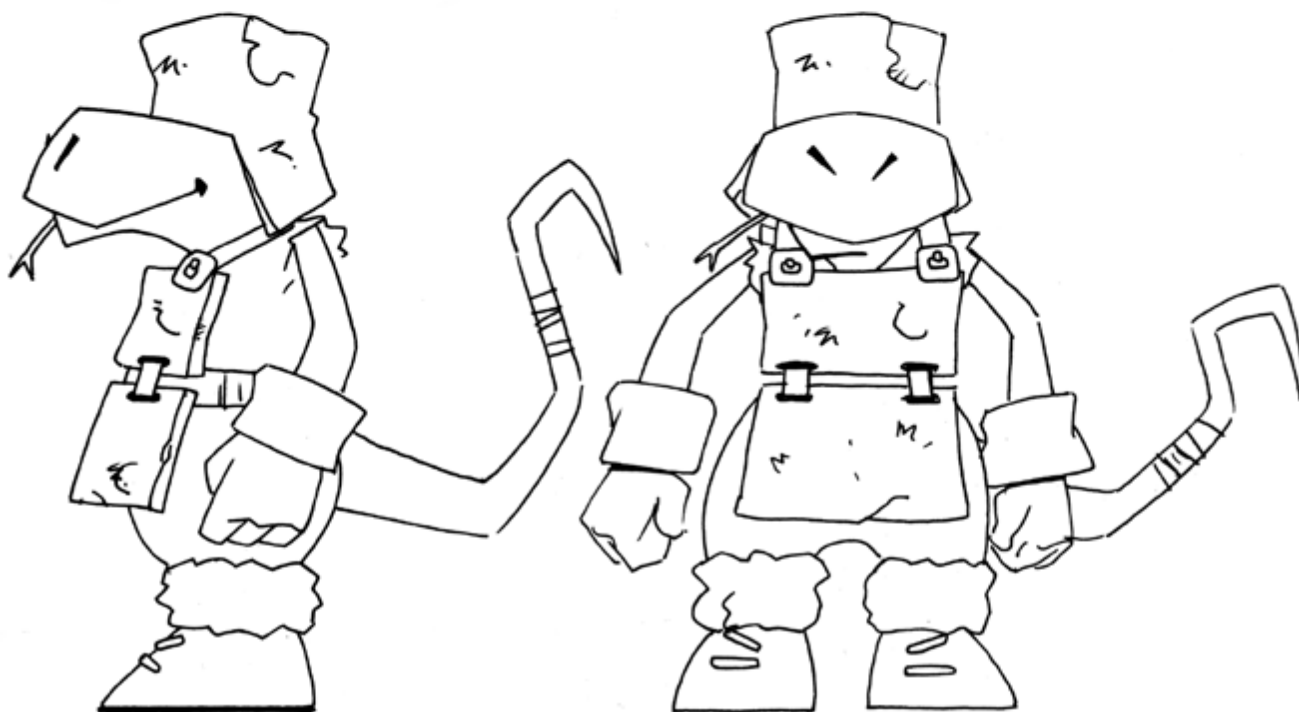
Lantern Frills

These were from a cut level where Frills were running around the desert at night with lights on sticks pretending to be UFOs. Don't be surprised if this eventually shows up in a TY game one day.





LIL' NEDDY'S SHIELD
1201



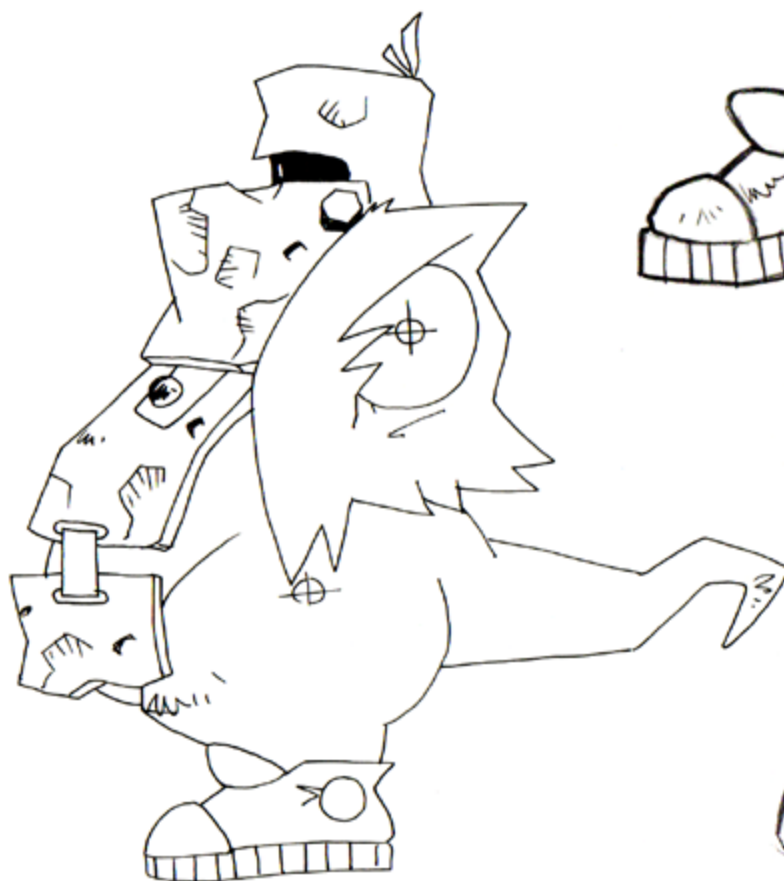
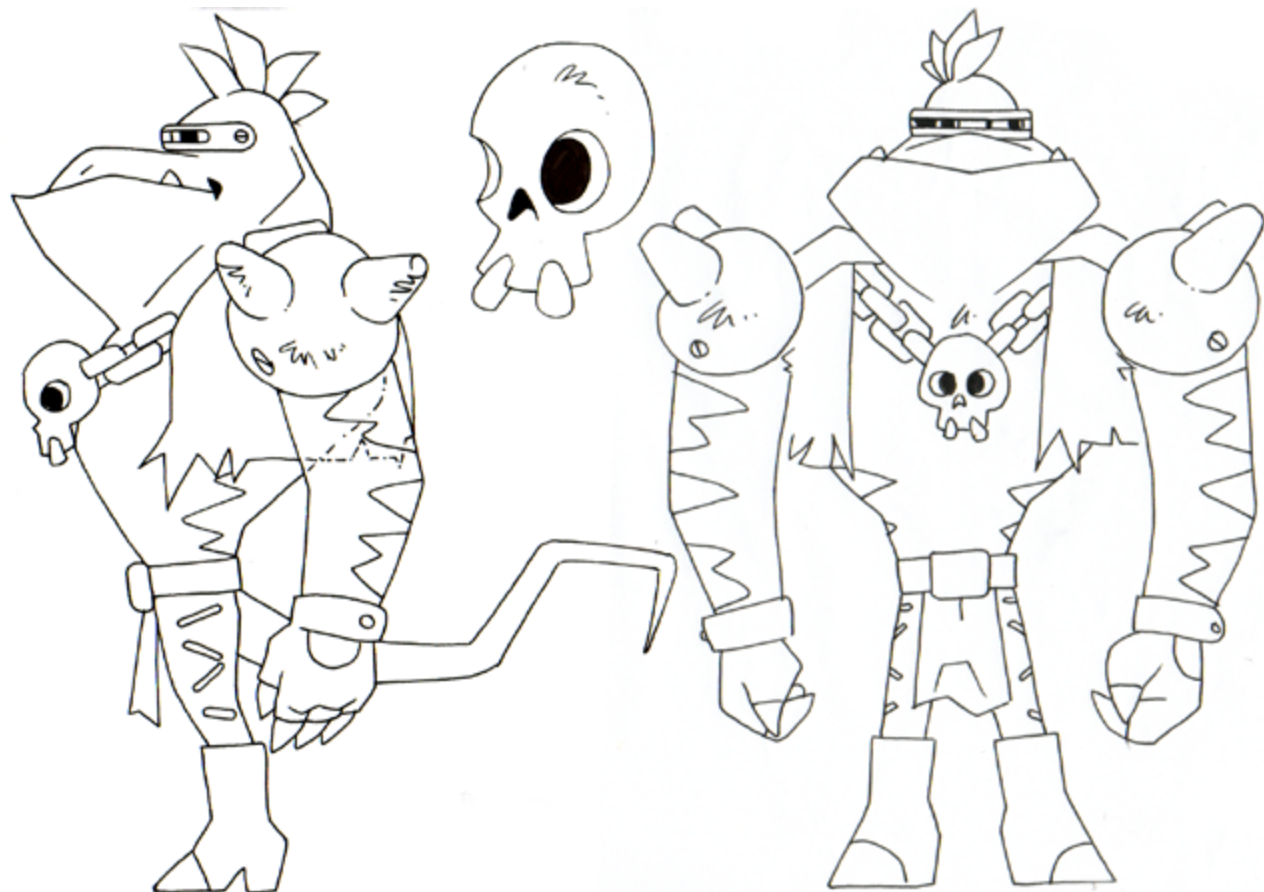
Lil' Neddies

Shield carrying Goanna's. I just wanted to reuse the miniboss design in someway.



Blue Tongues

Originally the only other type of Lizard planned for the game. I wanted to give them a radically different silhouette to the Frills and the 80s neon punk Mohawk gave them a fun colorful look.



NEDDY'S SHOES.



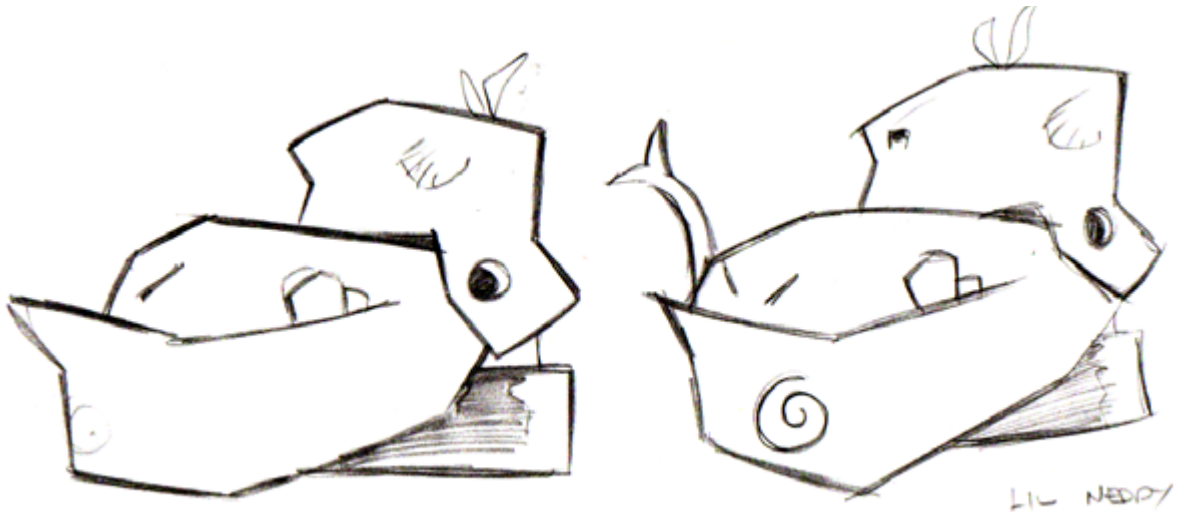
NEDDY BACK

Neddy

The first "boss" design I created for the early publisher demo. He later became a mini boss because we didn't want to scrap a fun gameplay feature.



BOSS / ?
NEDDY



Skink

Ready for a nice game of Cricket.



Bearded Dragon

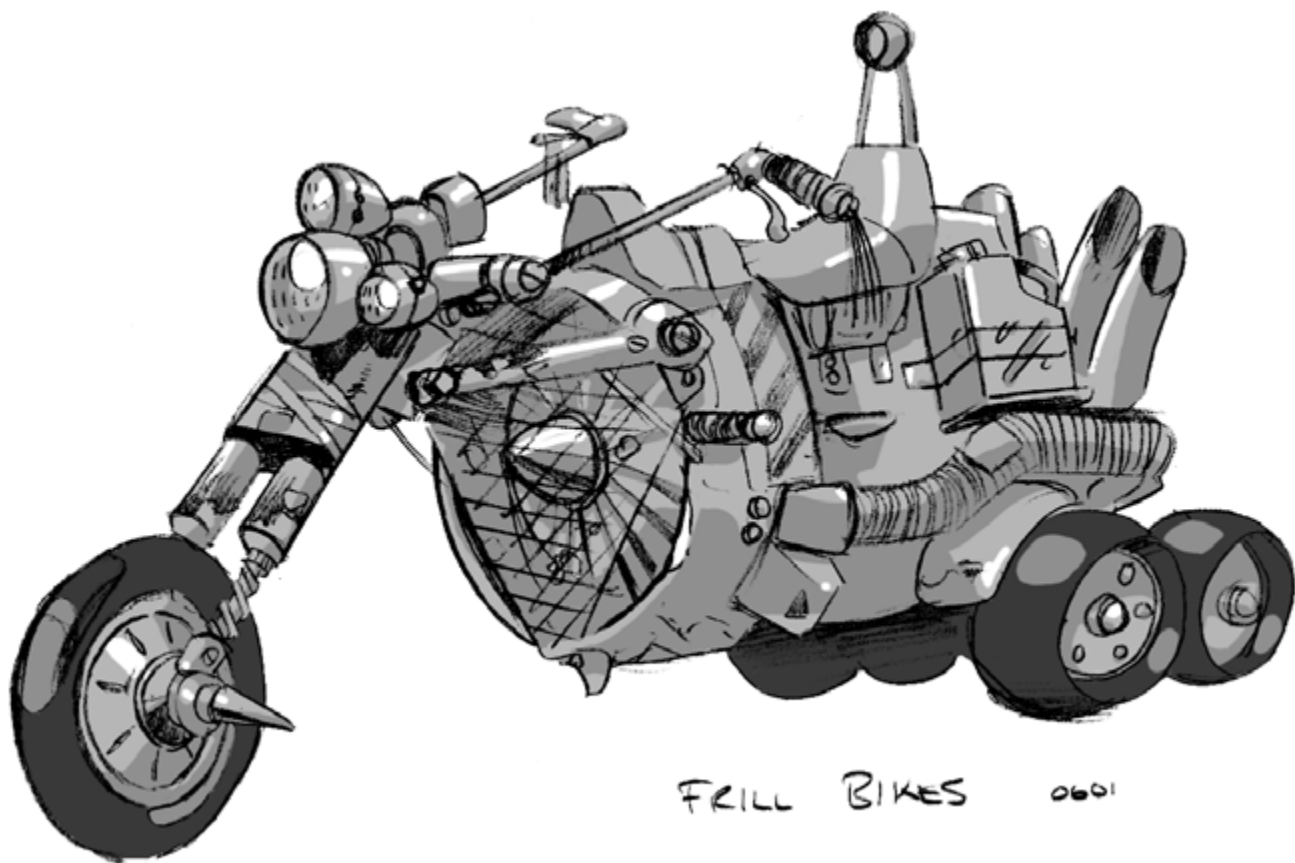
This Rugby player inspired design wasn't used for TY 1 and they got a full redesign in TY 2.



Ninja Gecko

Why yes, their design is a play on some sort of Ninja Turtle.





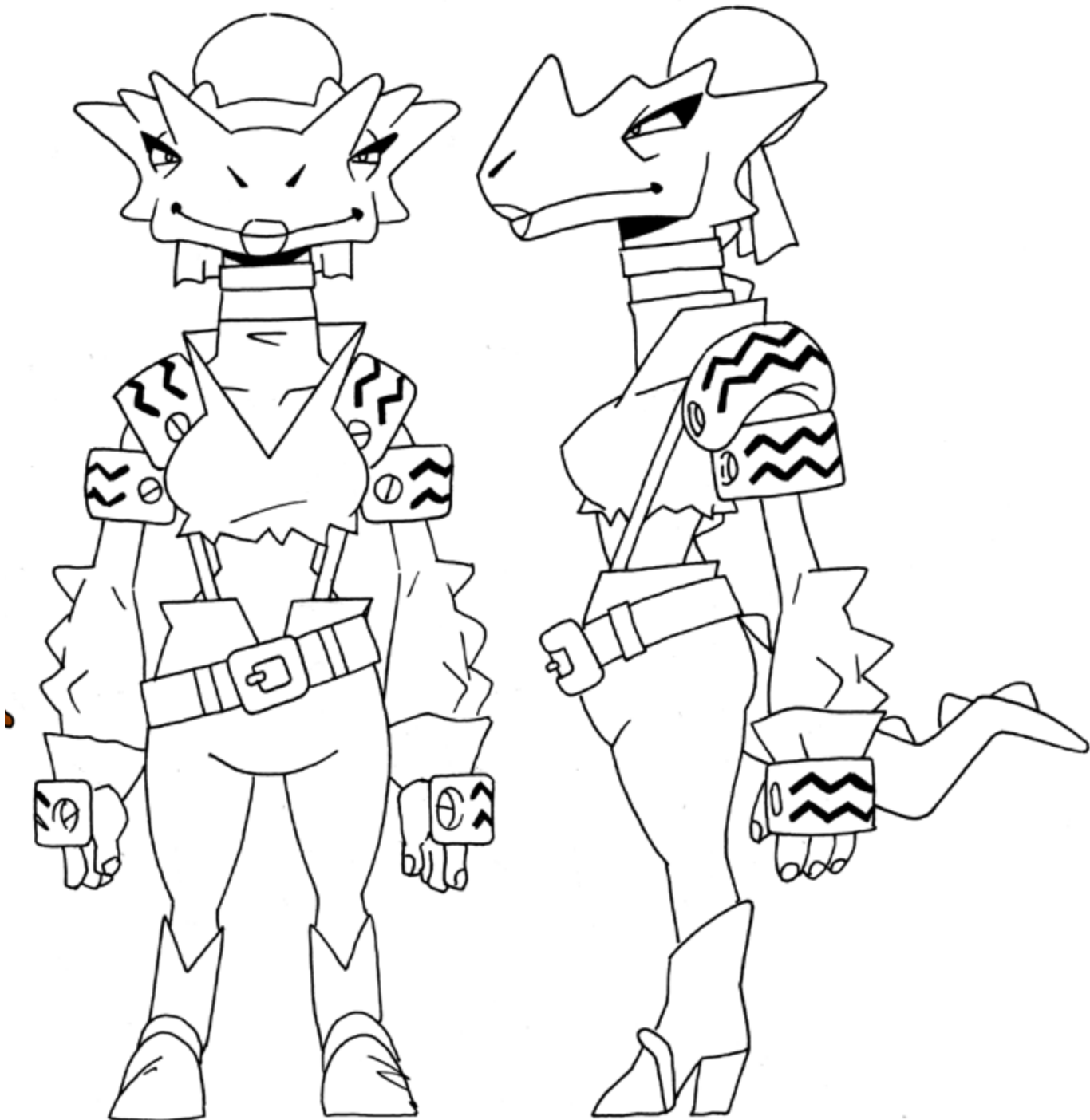
FRILL BIKES 0601





Fluffy the Thorny Devil

Why Fluffy? Because a thorny devil is anything BUT fluffy. Also note that the “bun” on her hair is based on the “false head” that the real lizards present to predators.

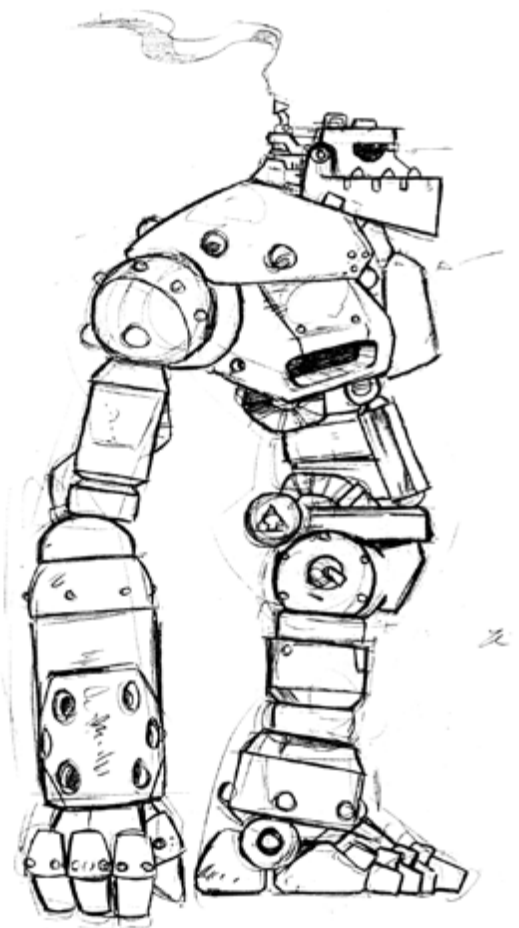
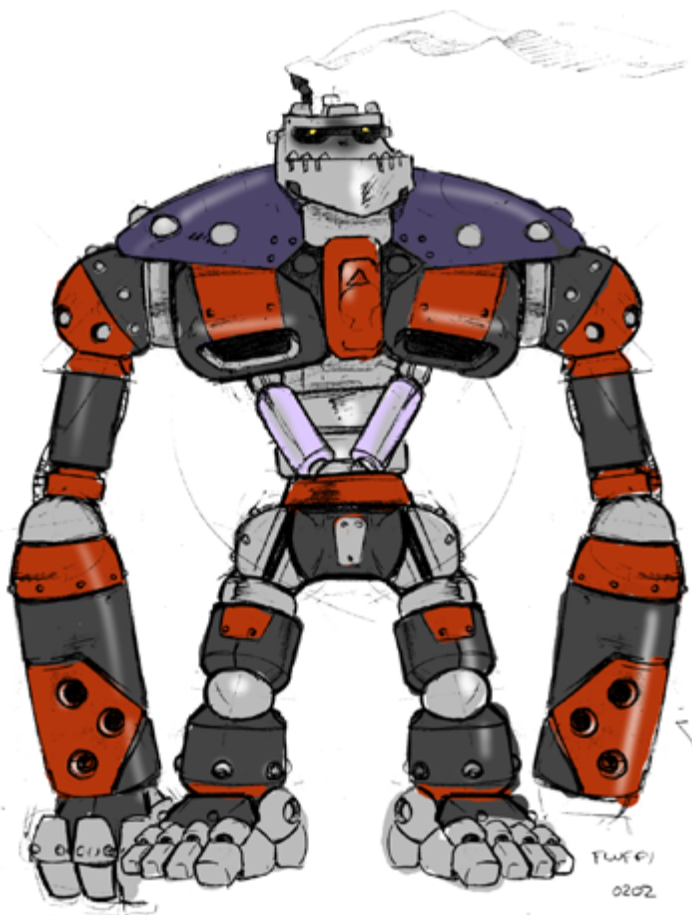


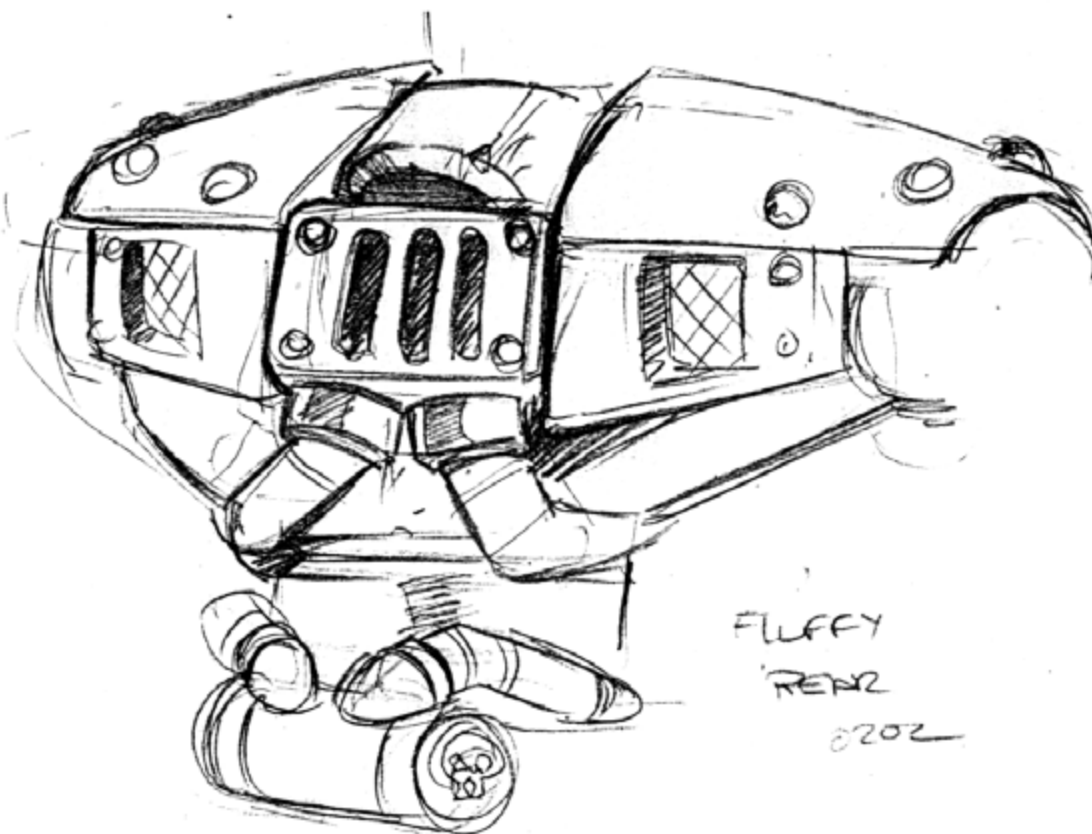
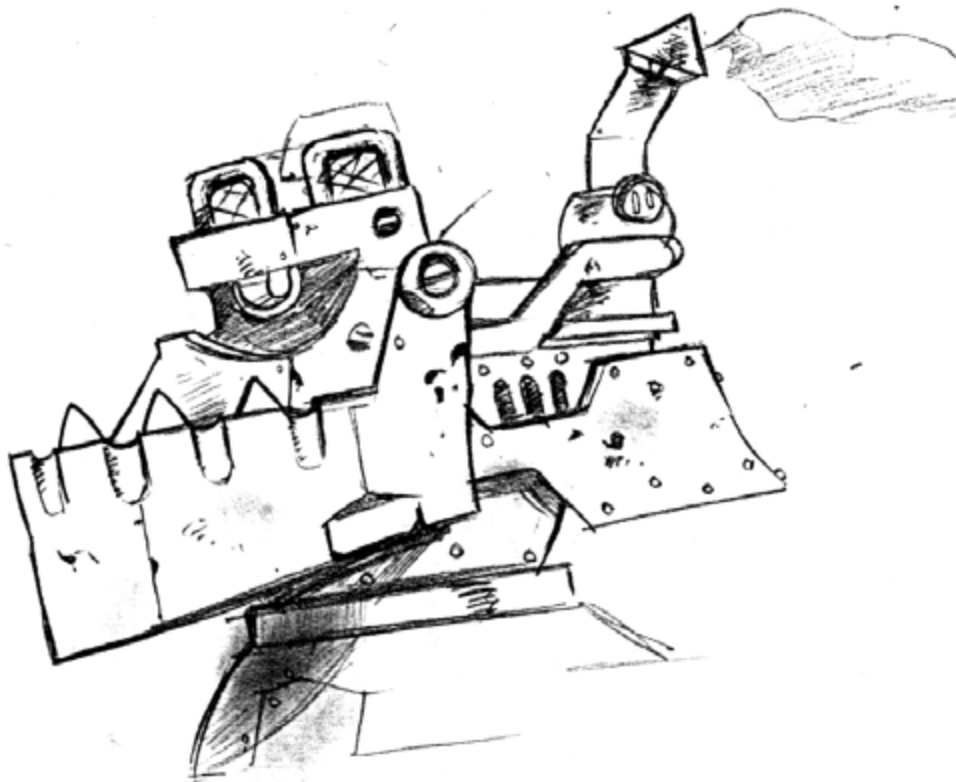


Fluffy, the Yowie (That's actually a giant robot)

Fluffy the robot is disguised as a Yowie which is Australia's version of Sasquatch or the Yeti. Why is the robot also called Fluffy? Well since technically the boss battle is with pilot who is Fluffy I thought we'd call the robot Fluffy too because I like messing with people's heads. I made things worse in TY 2.

Note it's also the same robot that Cass used in the intro cinematic. So it's a big hand-me-down.







Bull the Razorback Pig

He's a bush pig not a bull.





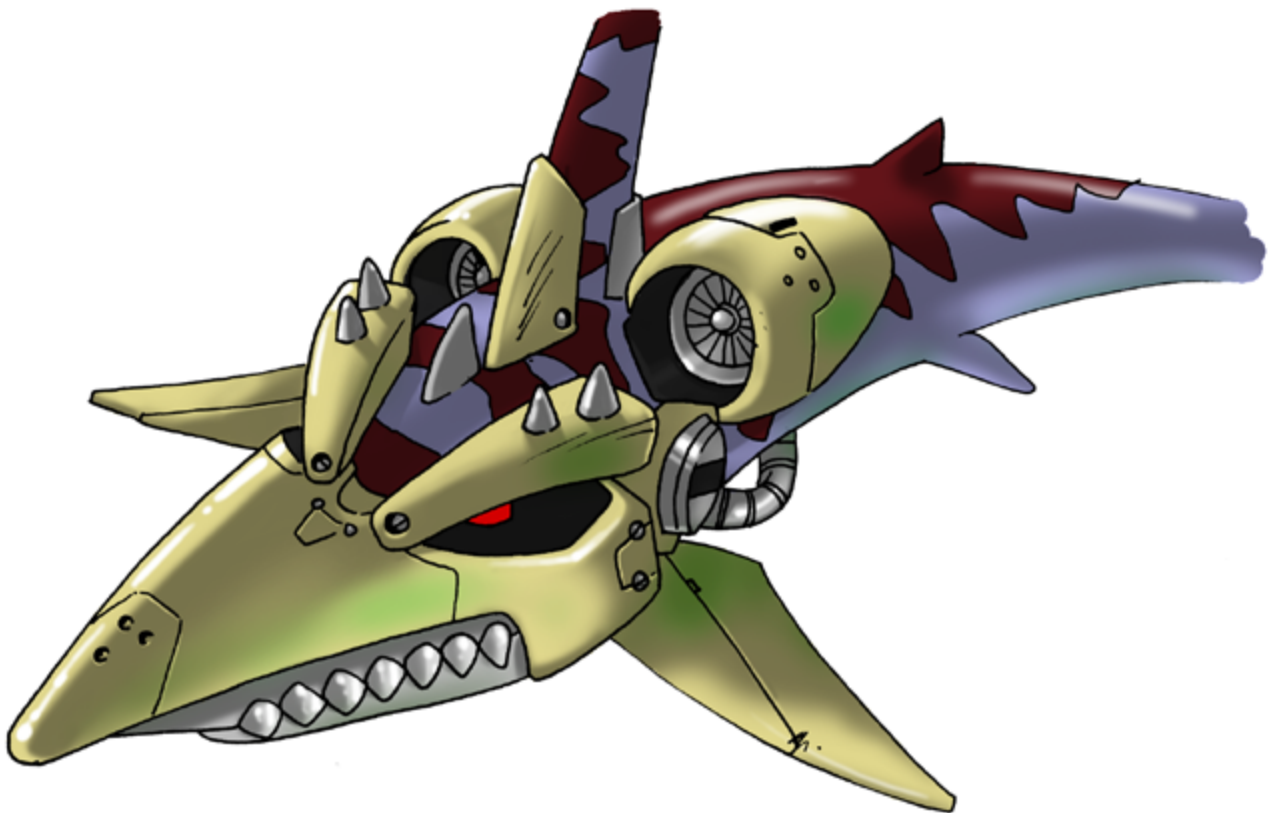
Shadow the Ghost Bat

Originally had her own Boss level earlier in the game but she got moved around to get Crikey in as a boss level.



Crikey the Cyber Shark

How do you make sharks scarier? Cybernetically enhanced Sharks obviously. Also Crikey is a Tiger Shark.





Andy the Wombat

Sadly this guy is my least favorite TY character ever. I apologize for any distress he may have caused you. It won't happen again.



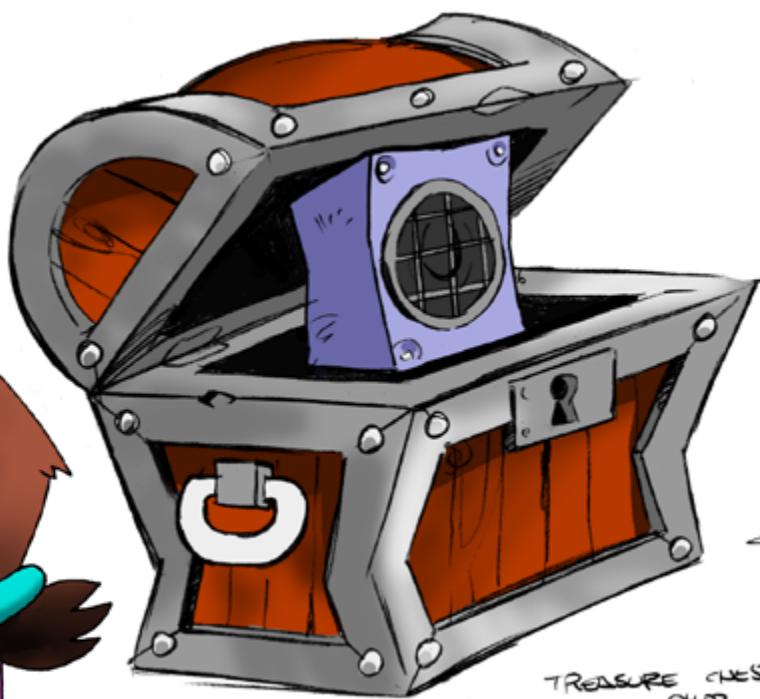
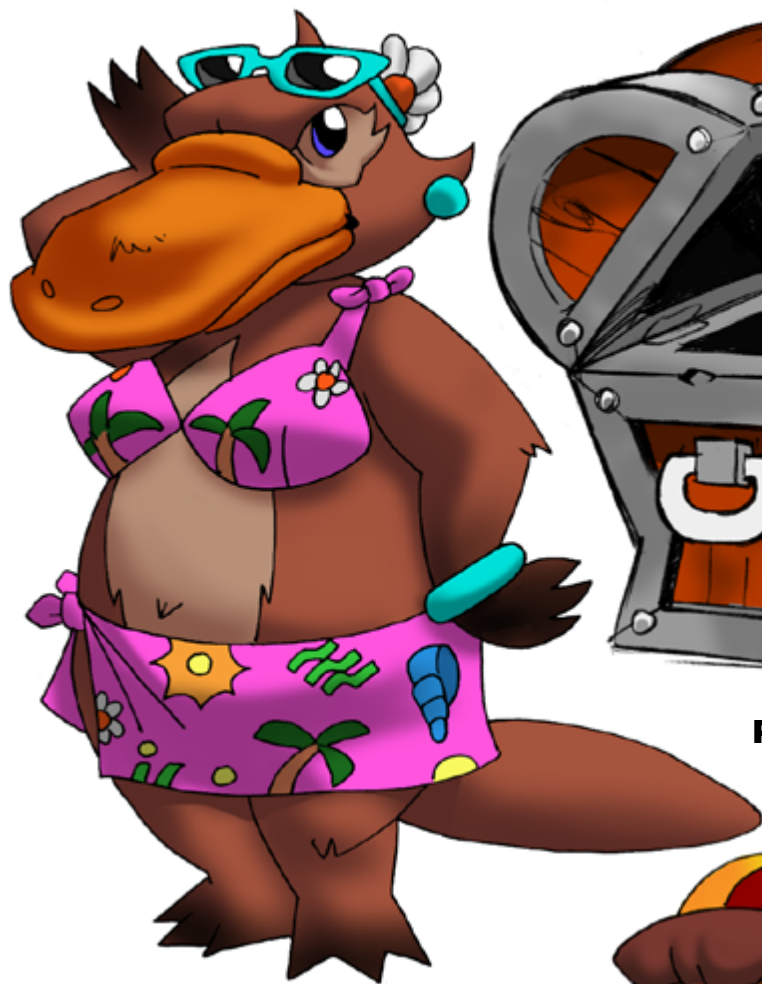


Sheila and the Koala kids

She's probably the worst teacher ever when it comes to keeping track of her kids. Sheila is sort of based on some of the teachers I had back when I was in school in the 70s (yes that long ago).

The koala kids names were chosen by an internal competition we had in the TY team. Also the boy Koalas may remind you of certain other cartoon kids. That was entirely intentional on my part.





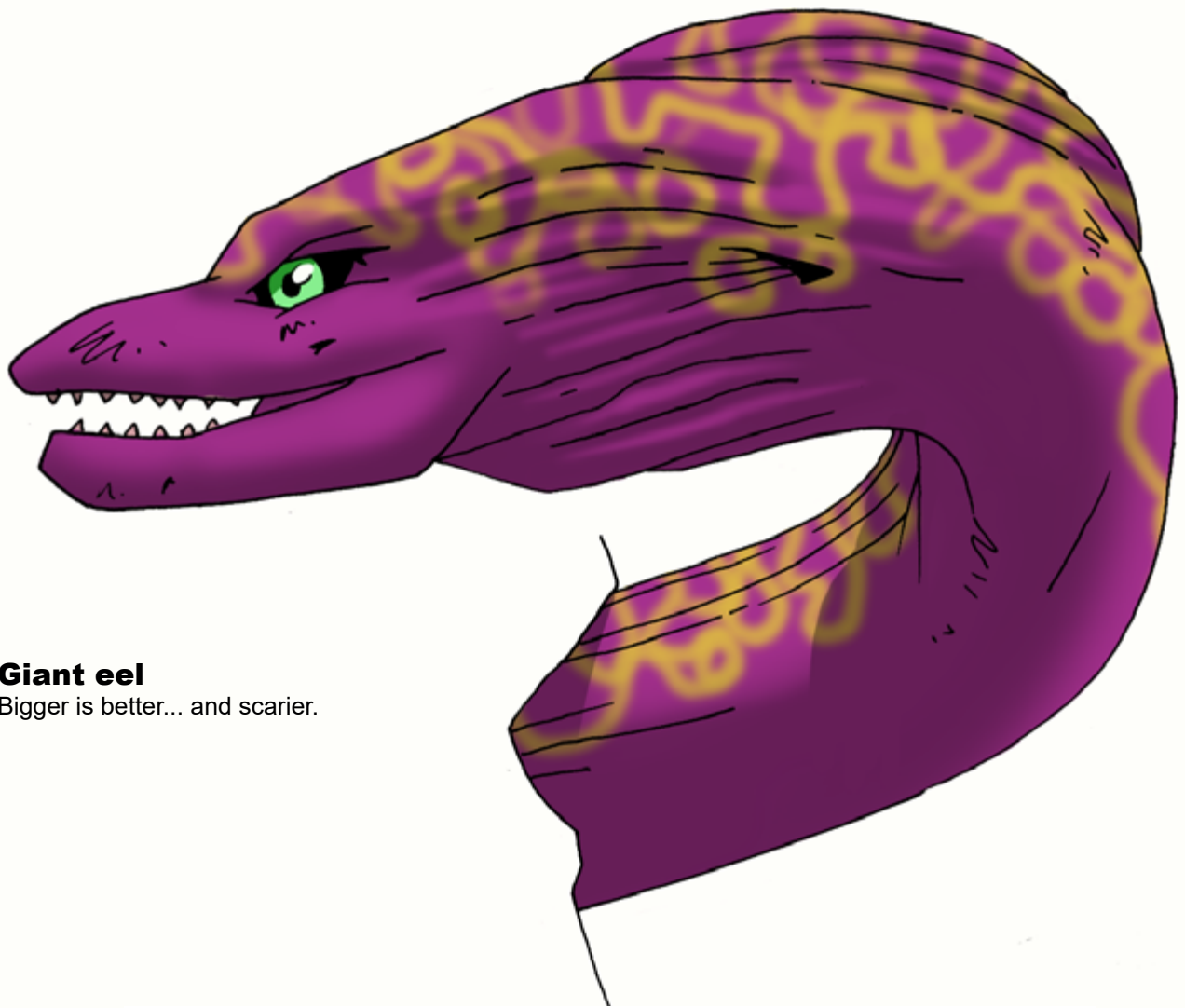
TREASURE CHEST
0402

Parrotbeard's treasure chests

Rex and Elle

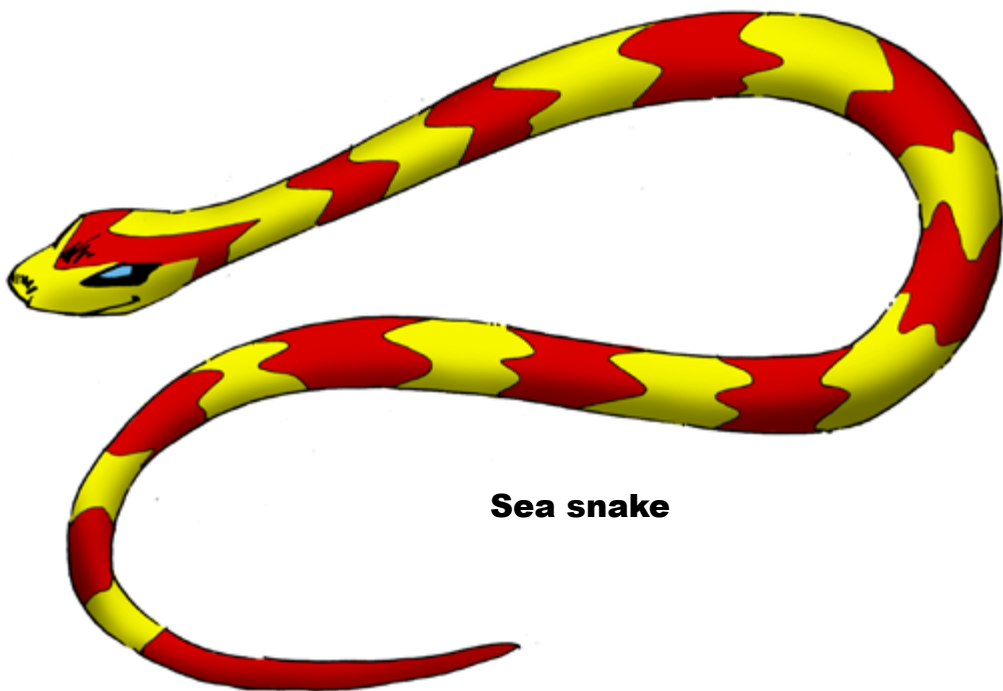
For some reason I always thought there had to be a Platypus couple. And that they had to represent the beach-goers of Australia.





Giant eel

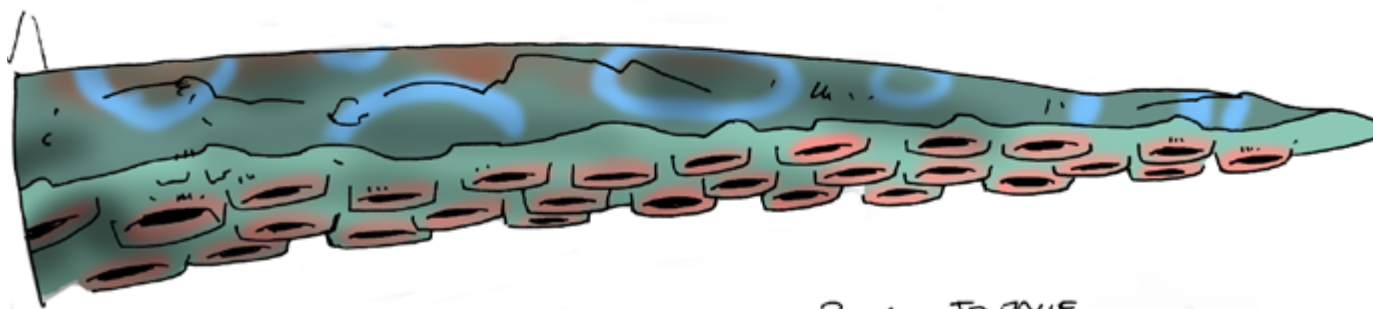
Bigger is better... and scarier.



Sea snake



RINGO



RINGO TENTACLE

Ringo the Blue Ring Octopus

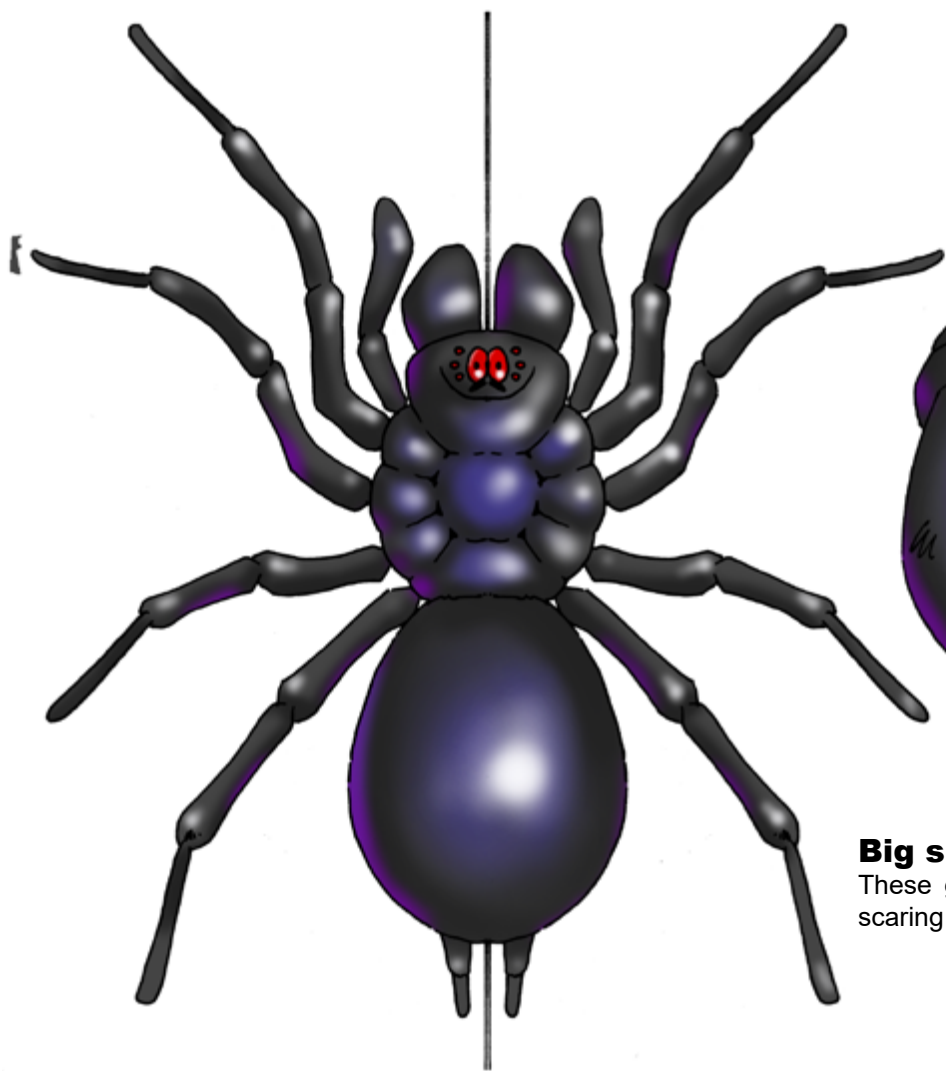
They don't normally get that big but in TY design my mantra was always "Let's make it bigger!"



Kangaroos

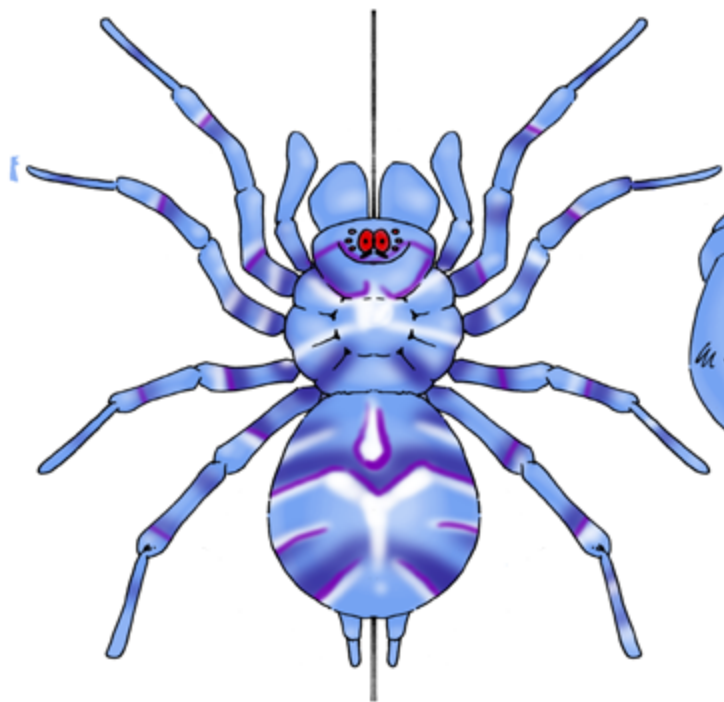
To be honest they're so overused as Australian mascots I almost wanted to not have them in the game at all, but that would have been pretty dumb. So they're baddies and critters.

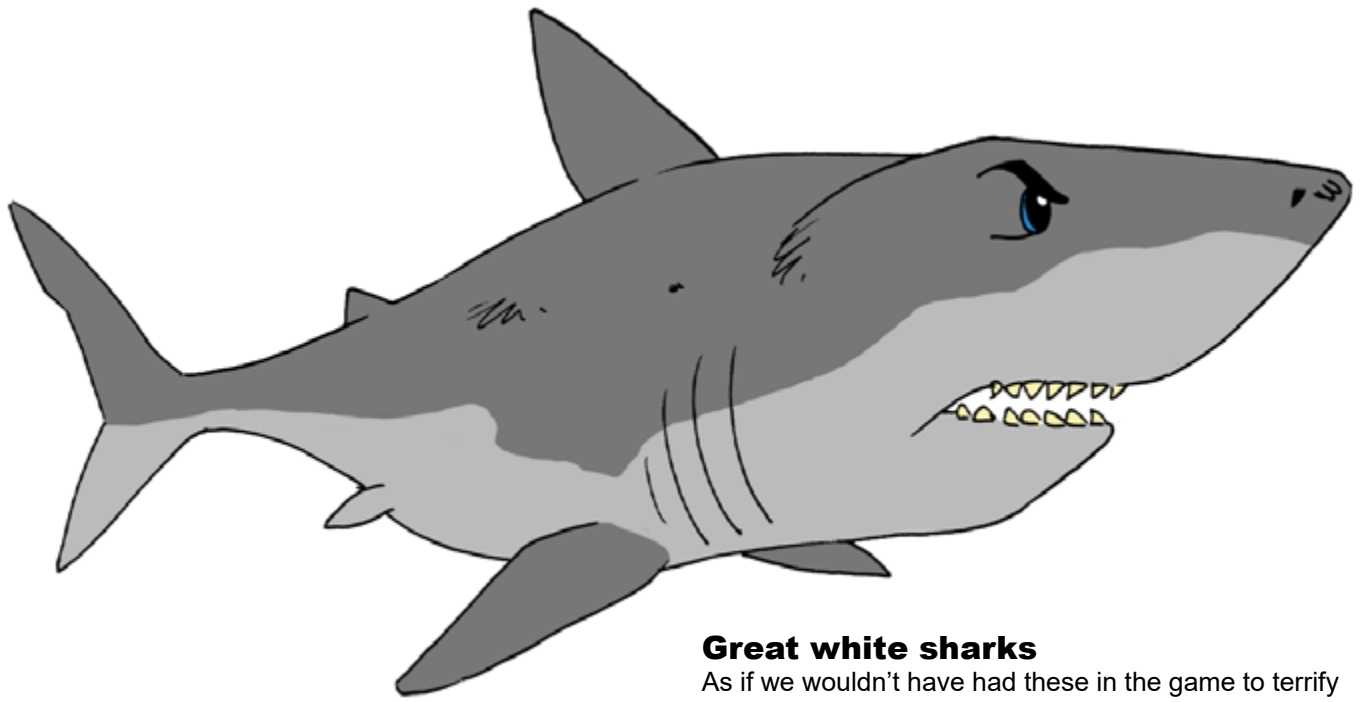




Big spiders

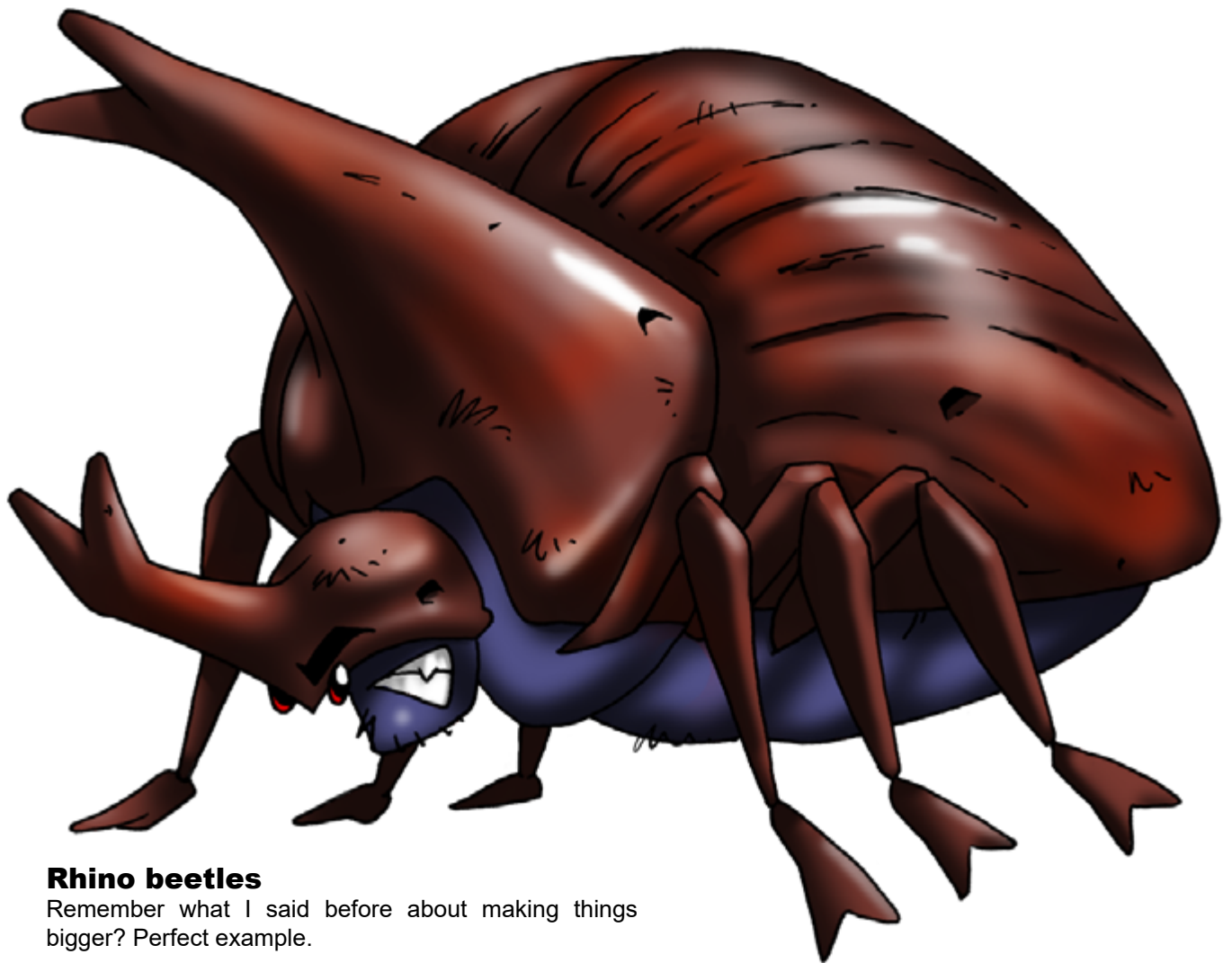
These guys did almost too good a job of scaring the kiddies.





Great white sharks

As if we wouldn't have had these in the game to terrify people.

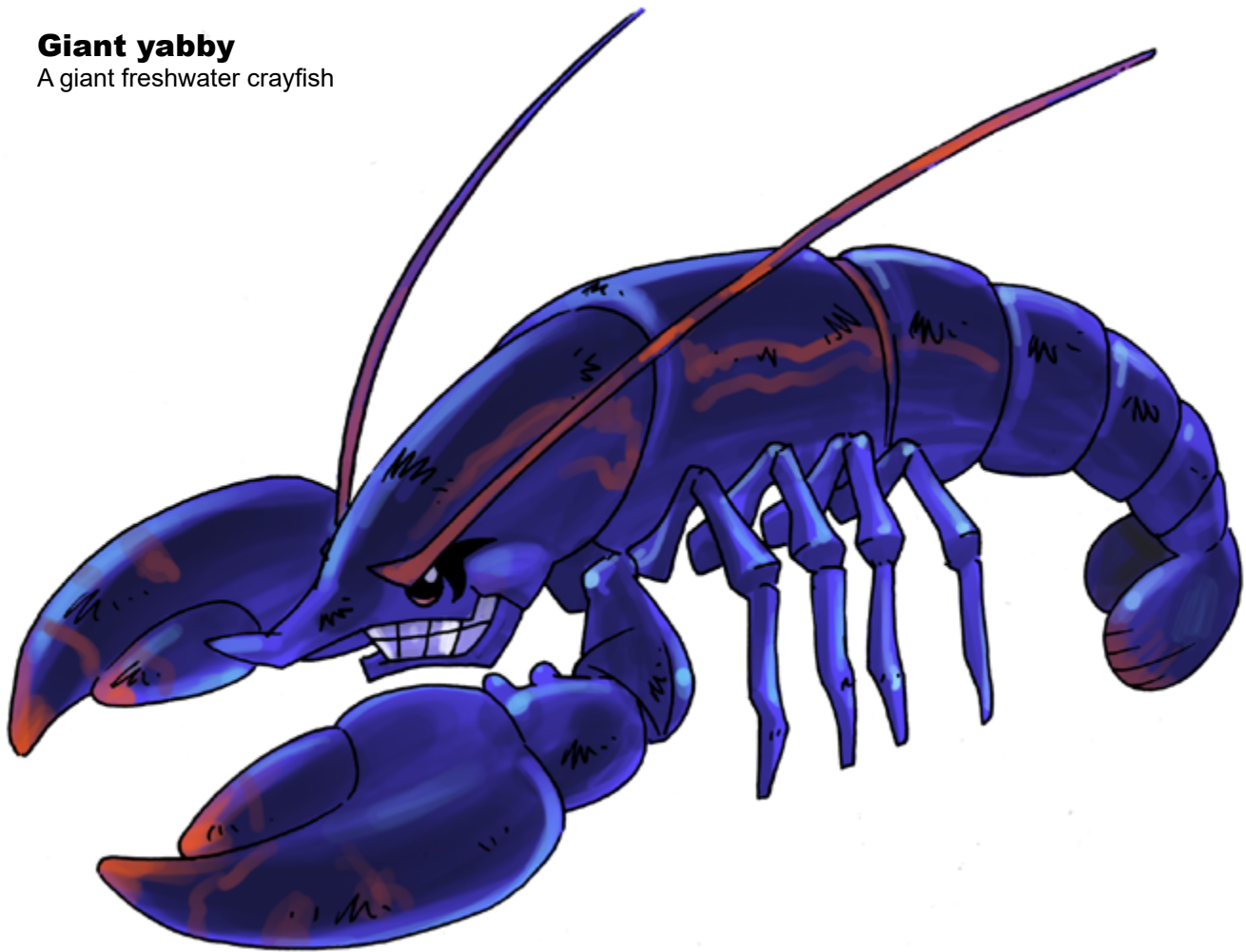


Rhino beetles

Remember what I said before about making things bigger? Perfect example.

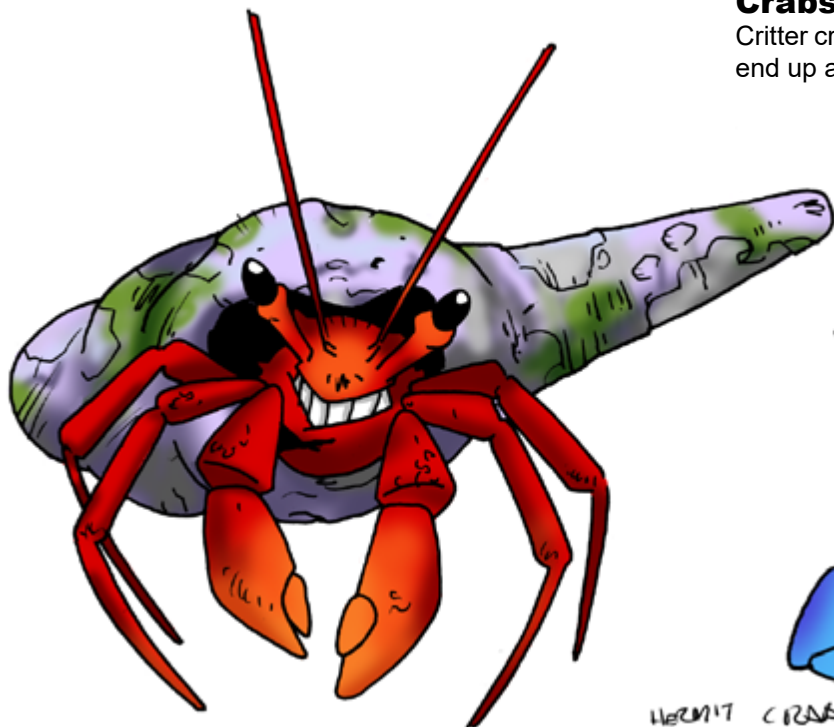
Giant yabby

A giant freshwater crayfish



Crabs

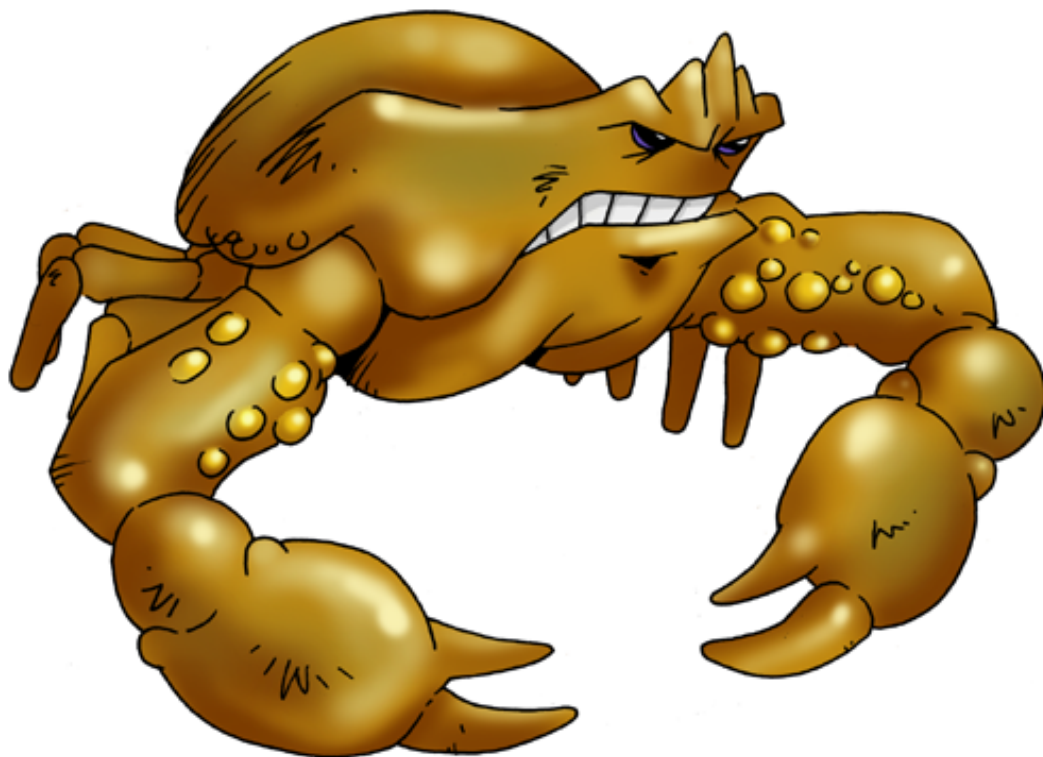
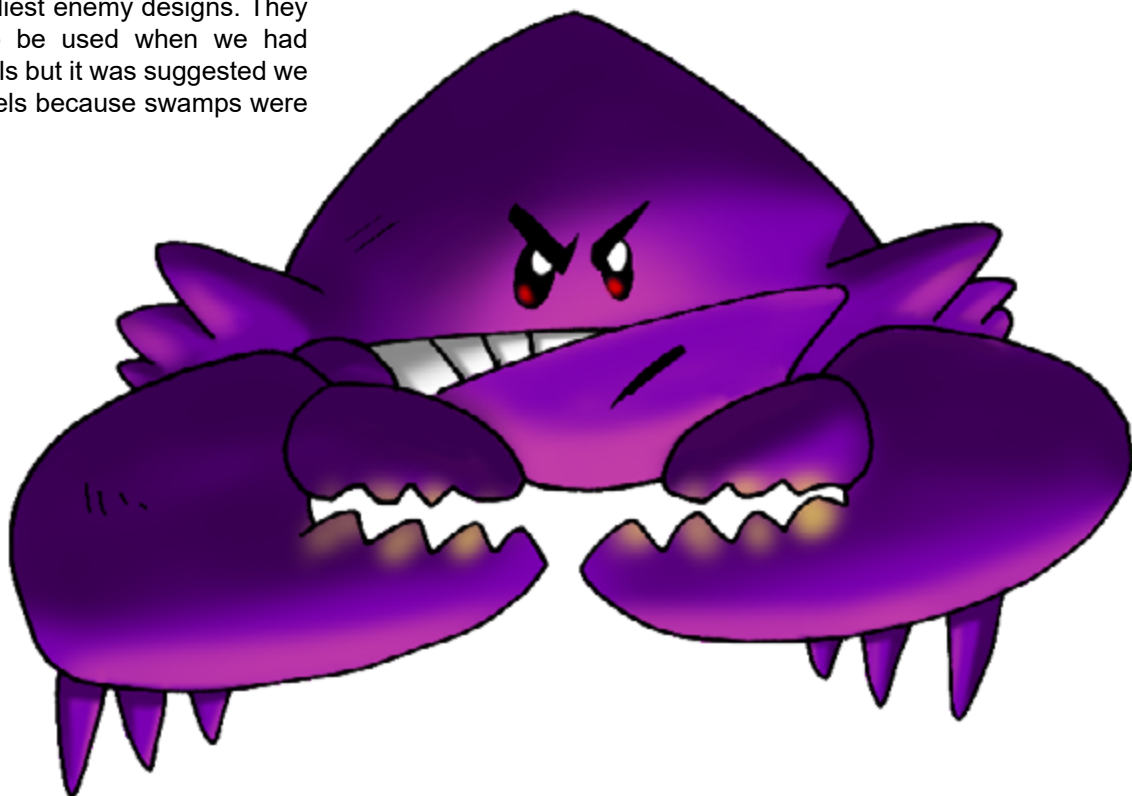
Critter crabs. The hermit crab didn't get made but did end up as a miniboss in TY 3.



HERMIT CRAB

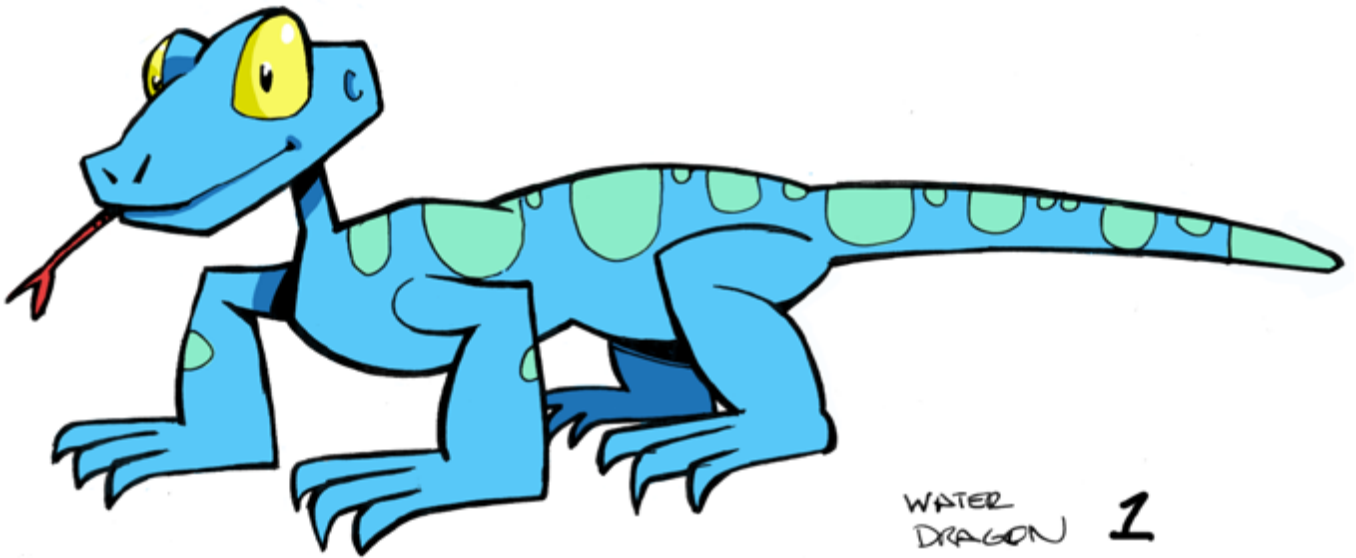
Mud crab

One of the earliest enemy designs. They were going to be used when we had Mangrove levels but it was suggested we drop those levels because swamps were too generic.



Yellow crab

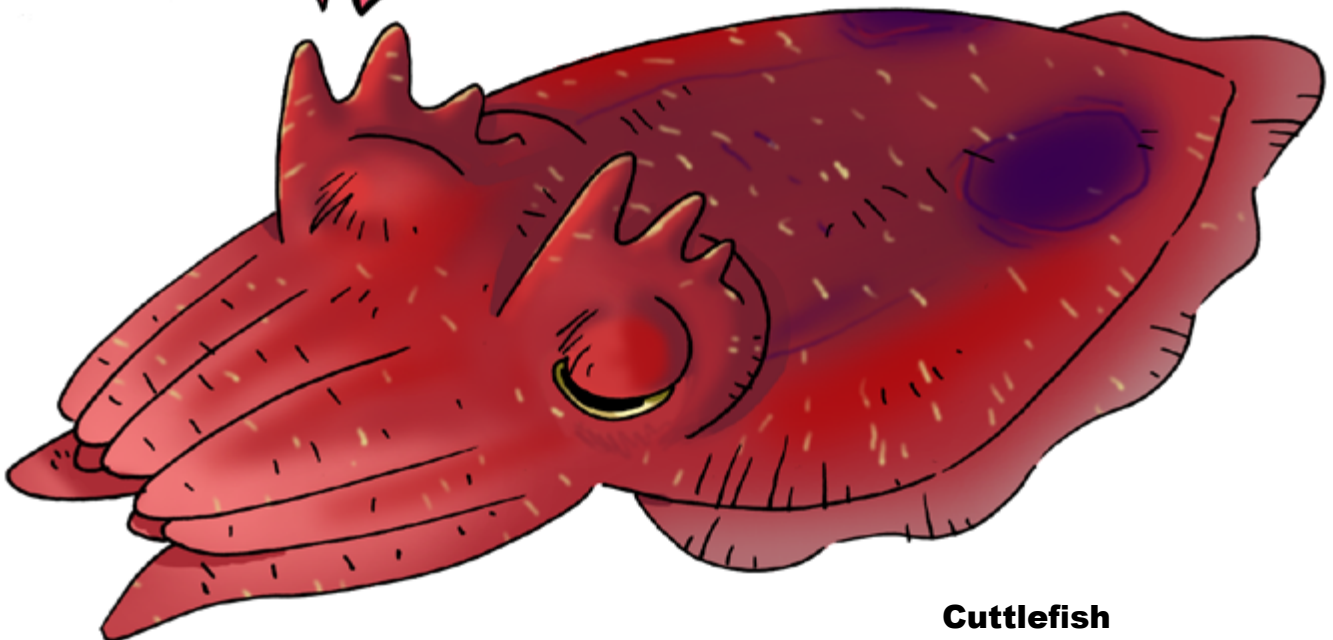
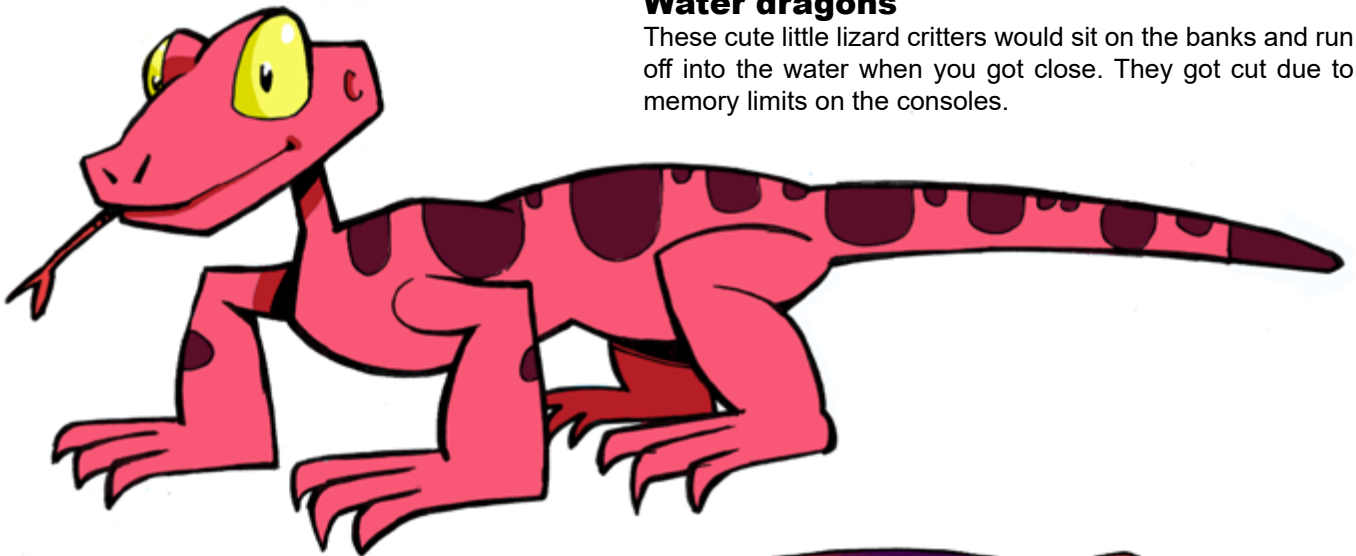
The mud crabs got replaced by these ones which were a more interesting look visually. They did have a nickname based on their scientific name which I can't repeat here.



WATER
DRAGON 1

Water dragons

These cute little lizard critters would sit on the banks and run off into the water when you got close. They got cut due to memory limits on the consoles.

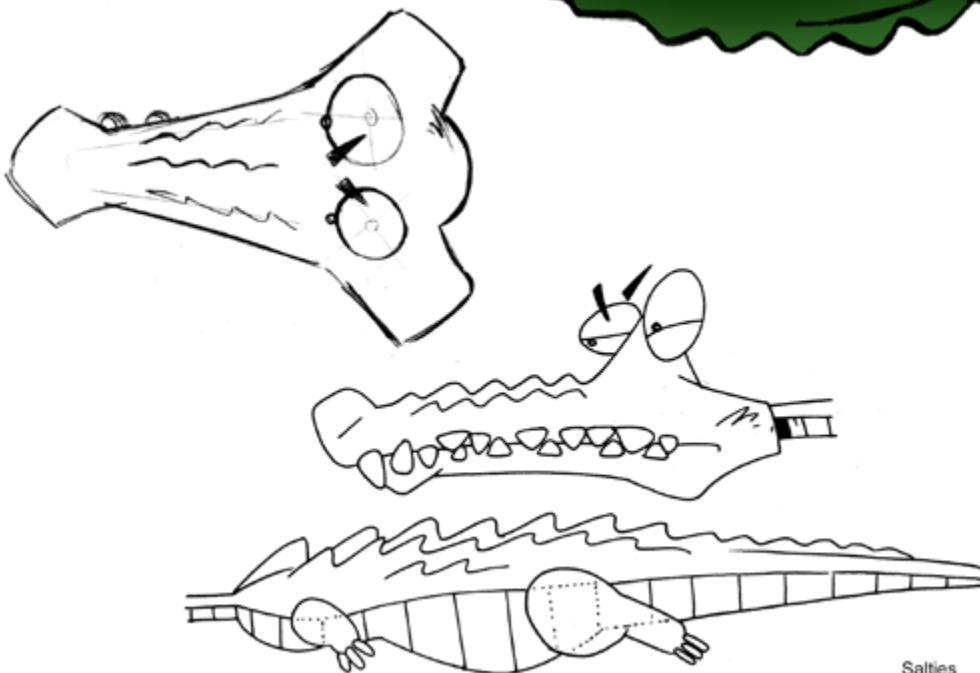


Cuttlefish

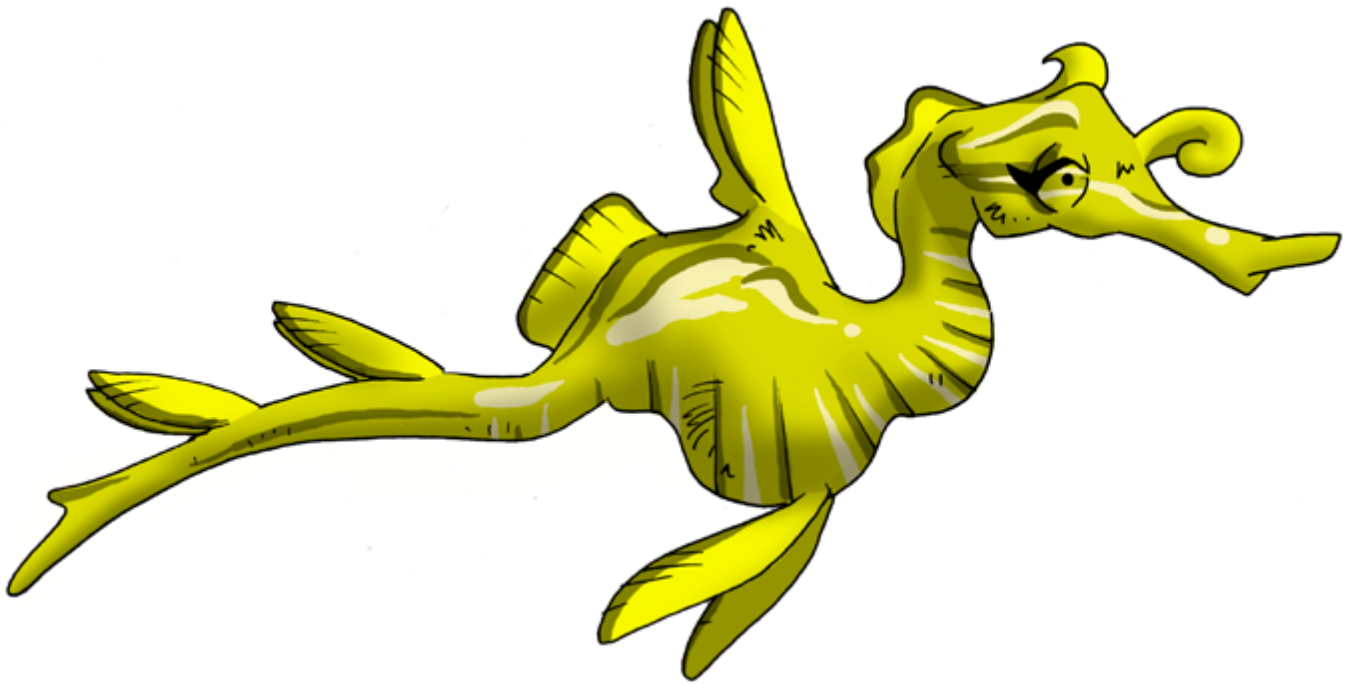


Salty

Saltwater crocodiles. Another of the earliest enemies designed for the game. I always liked the alternate eyelids.



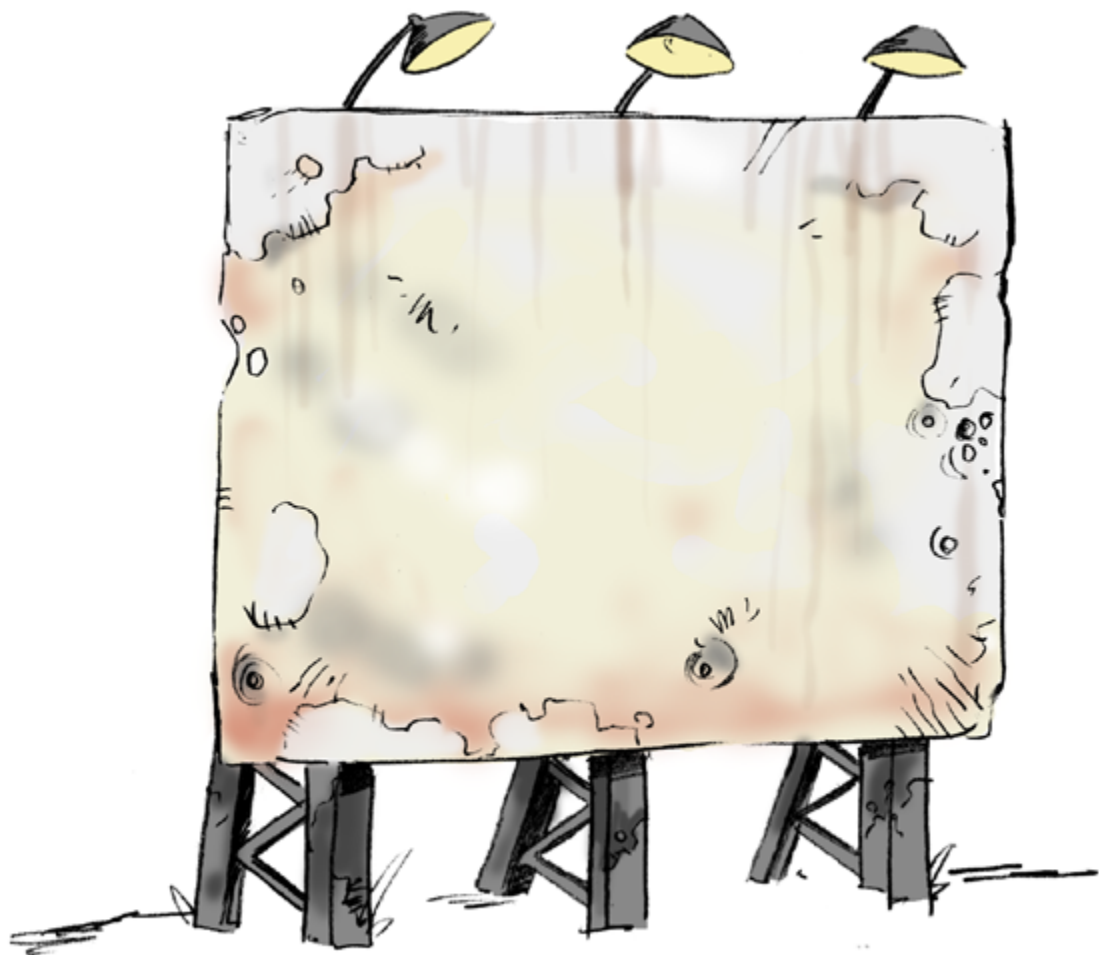
Salties



Sea Dragon mother and child

A fun little exercise in designing adult and child versions of a species (Bilbies and Koala kids just look like scaled down versions of the adults).



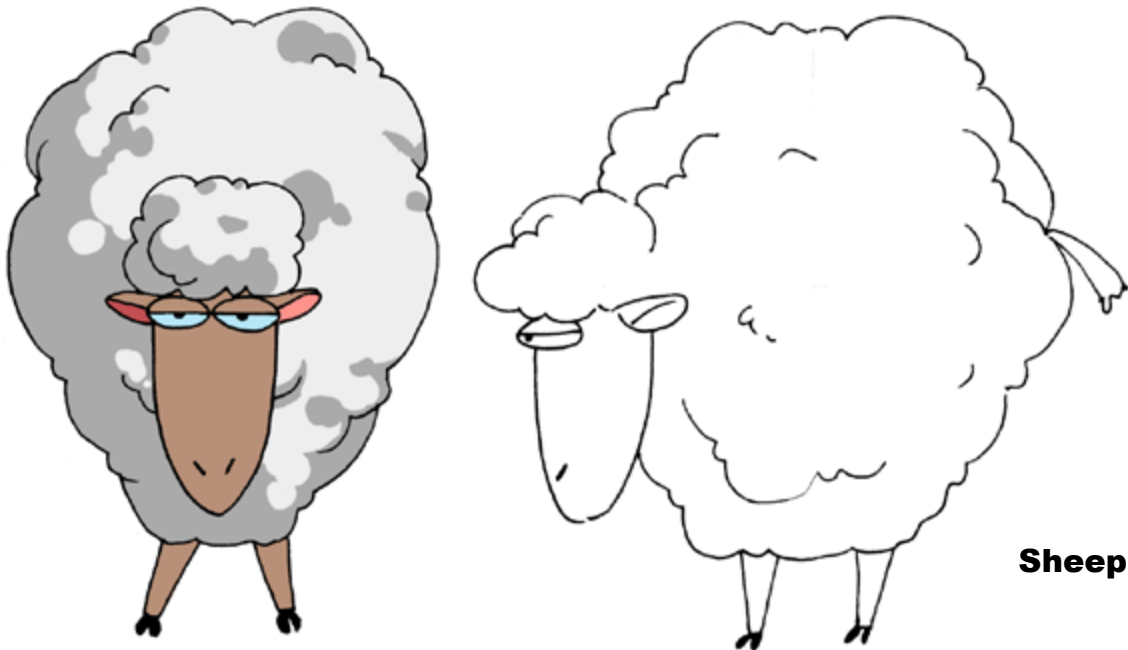
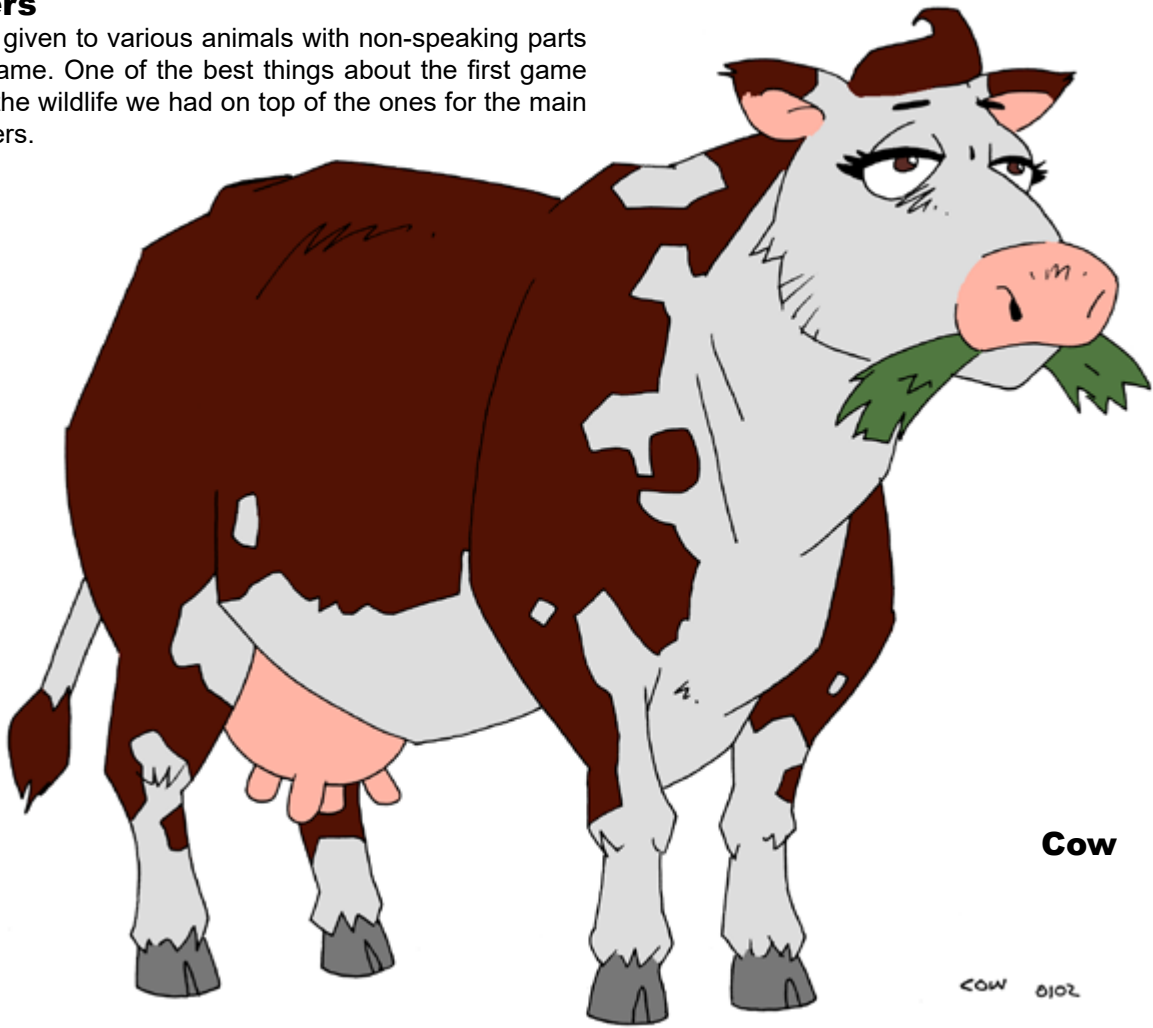


BILLBOARD



Critters

A name given to various animals with non-speaking parts in the game. One of the best things about the first game was all the wildlife we had on top of the ones for the main characters.





Kookaburra



Galah

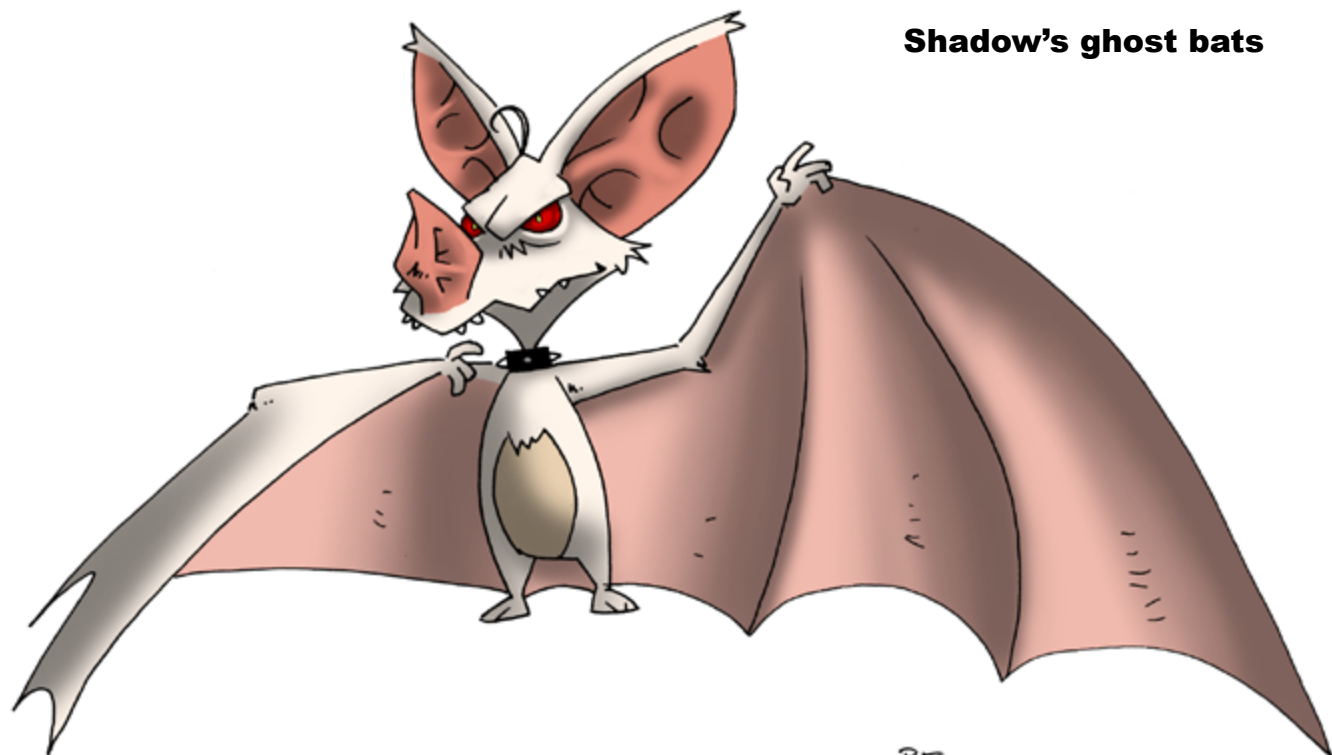


Grasshopper



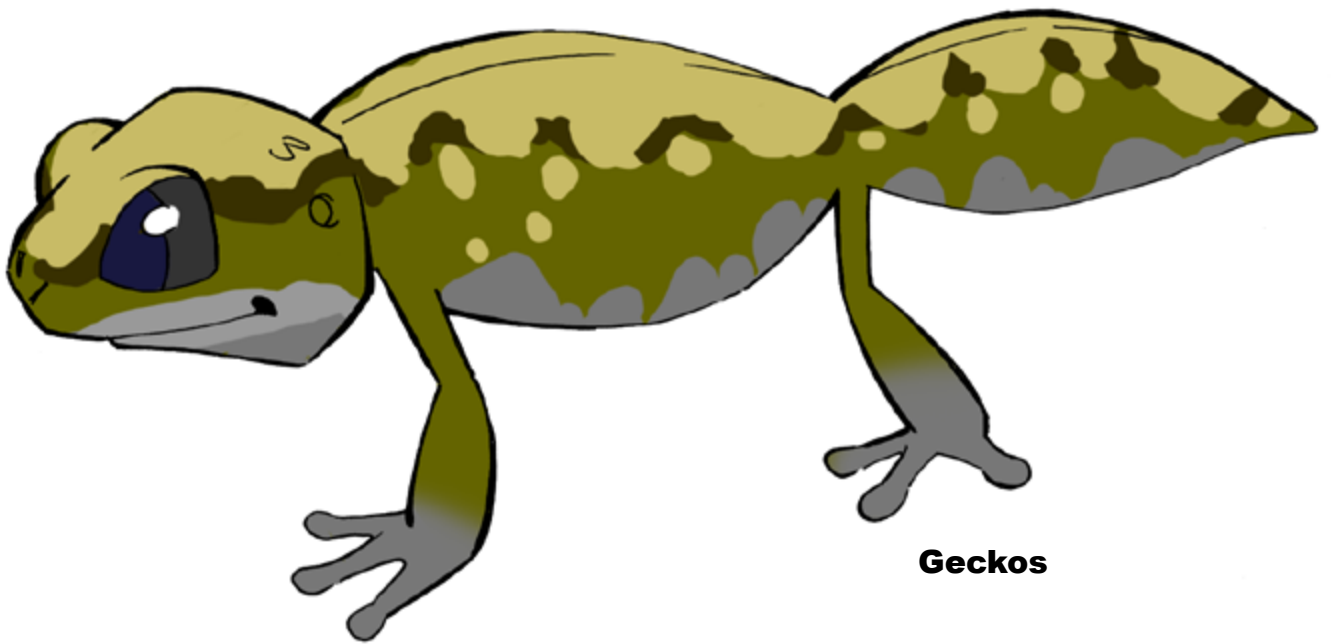
Ranger Ken's cave bats

BAT.



Shadow's ghost bats

BAT.

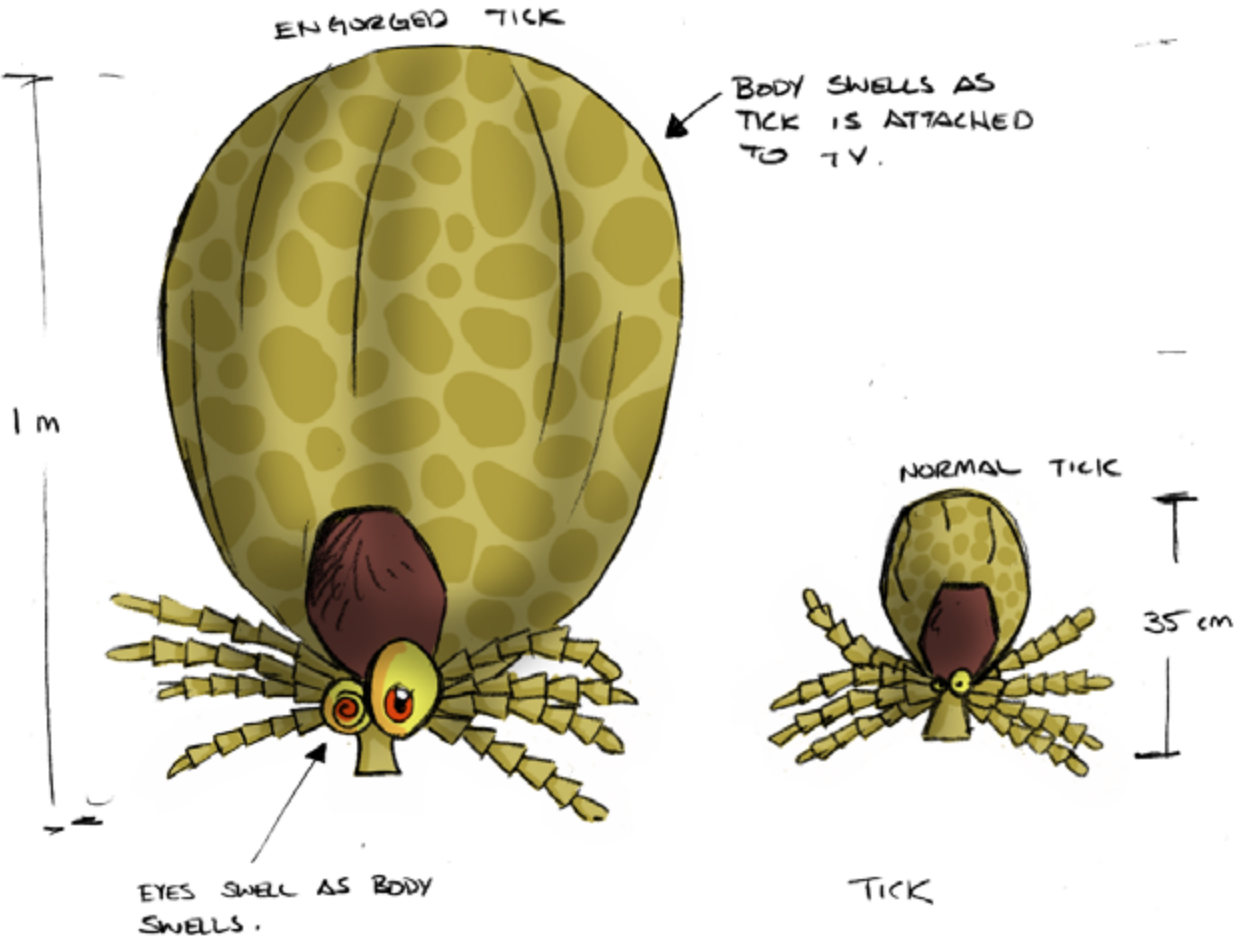


Geckos



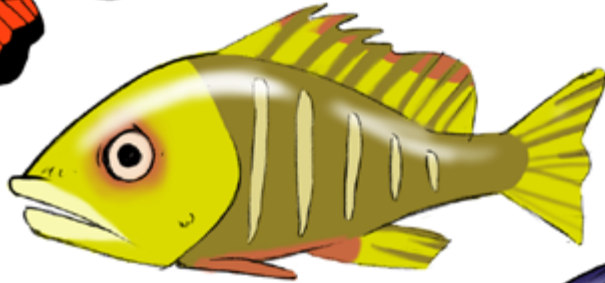
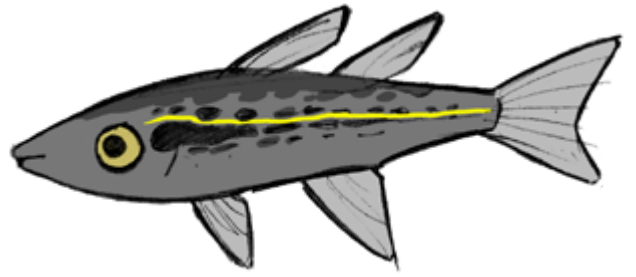
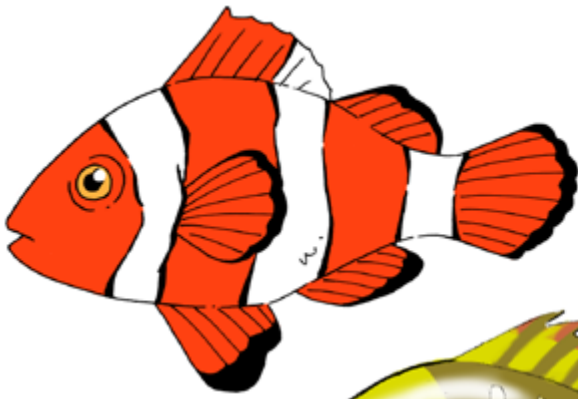
Frogs

Wallabies

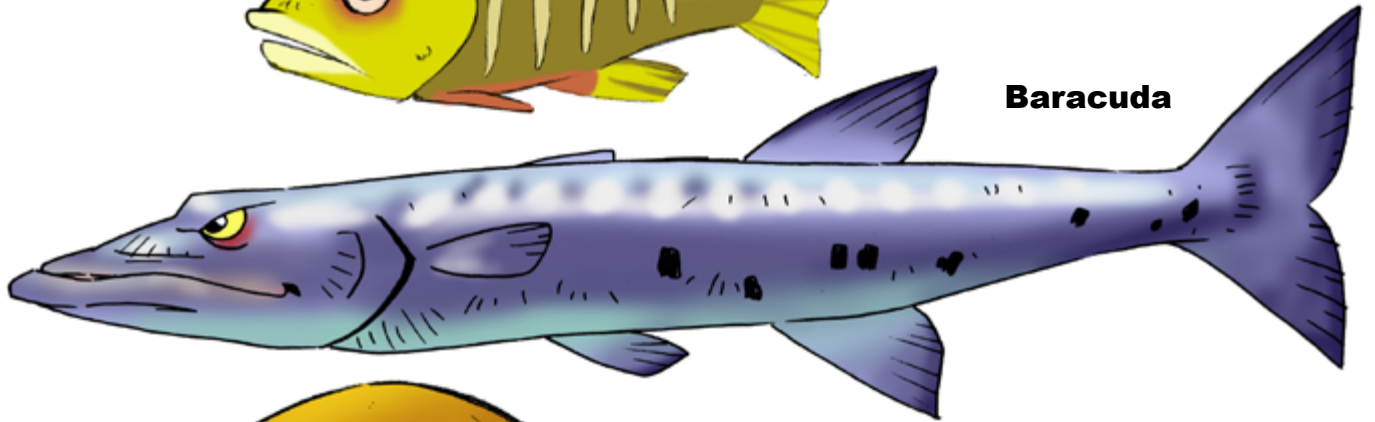


Ticks

Fish



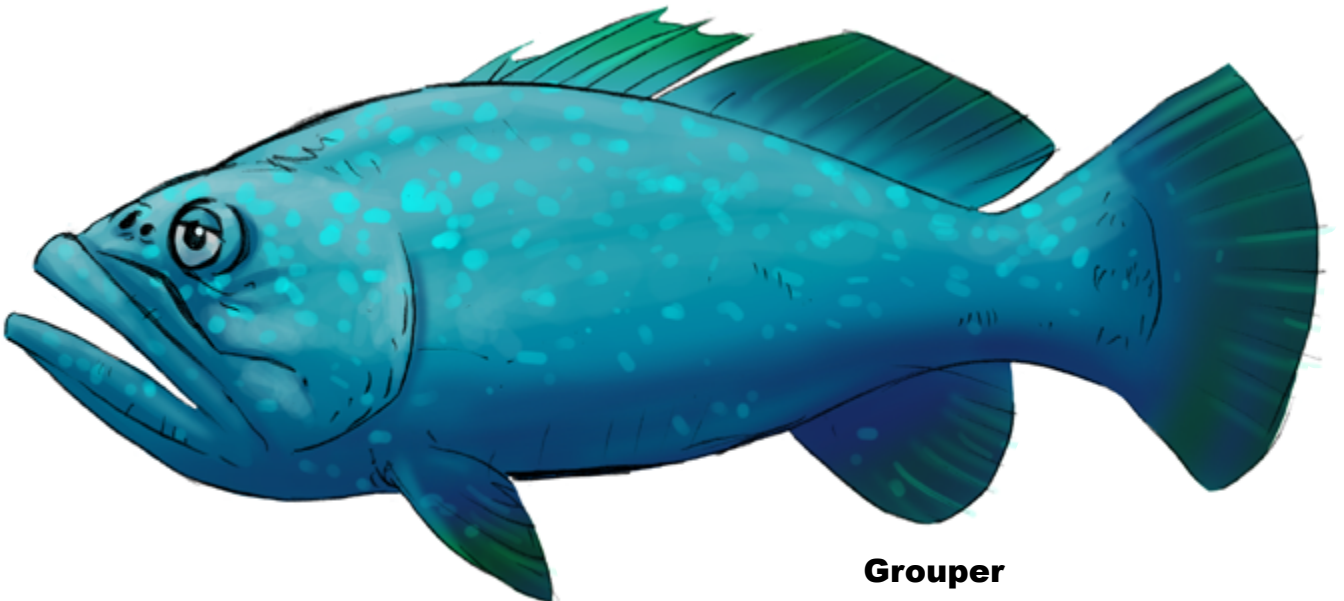
Baracuda



Eel



Grouper



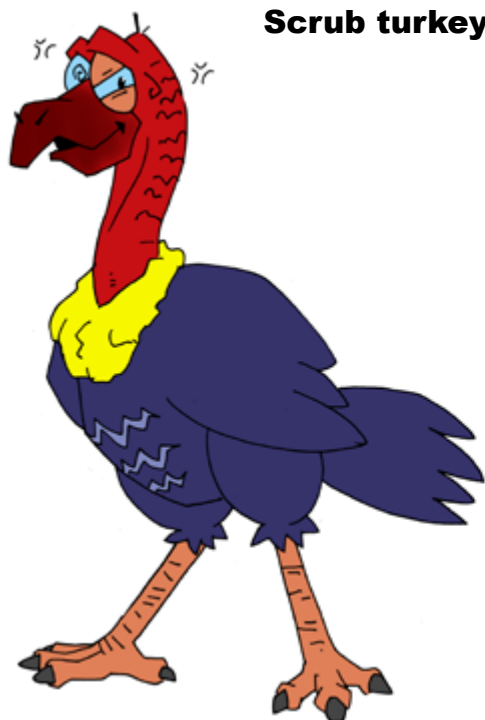
Fat emu



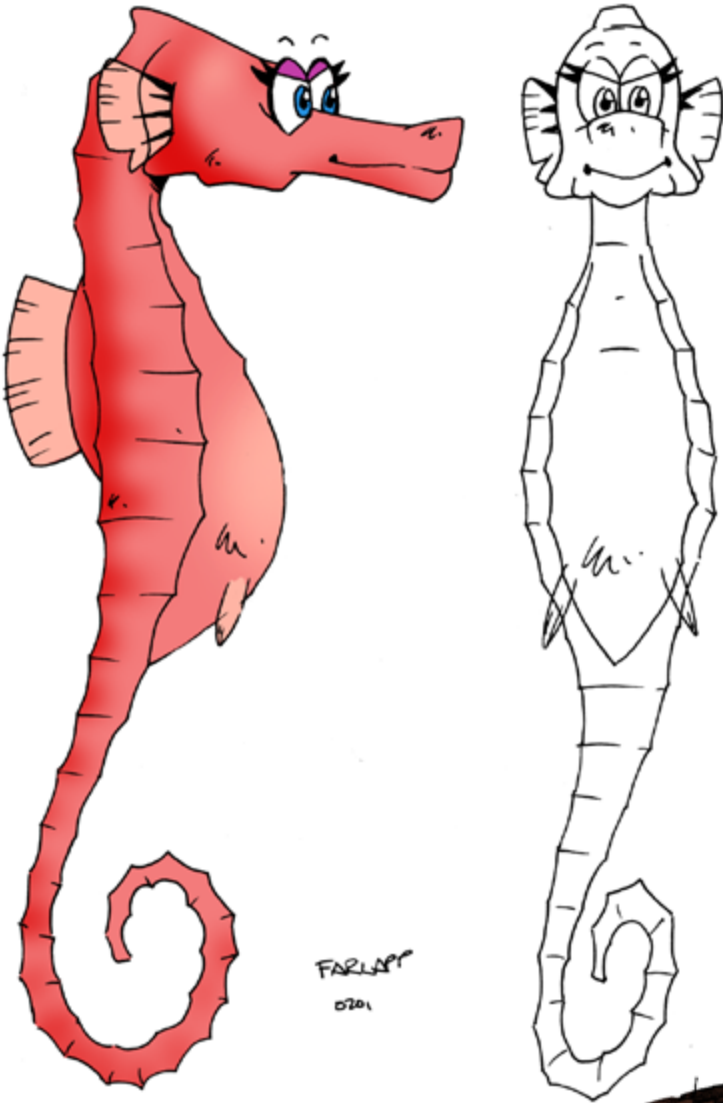
*** Keep the number as a separate texture so the Game can number the EMUS as it needs to.



Scrub turkey



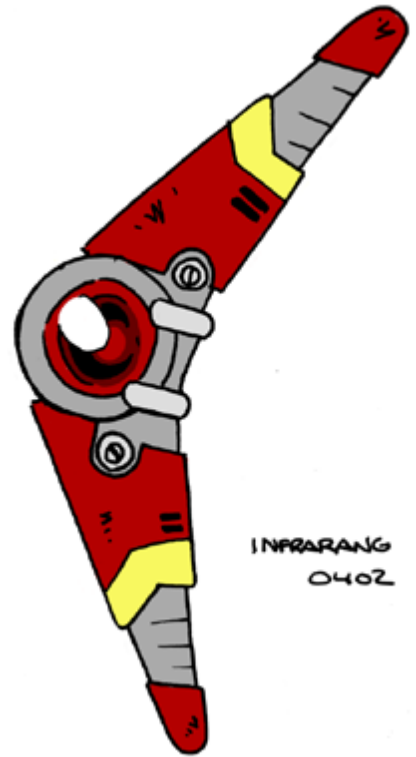
Sea horse



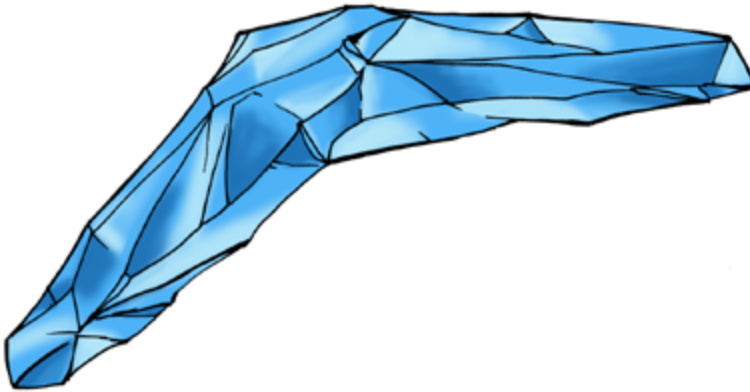
FARLAPP
07201

Giant clam



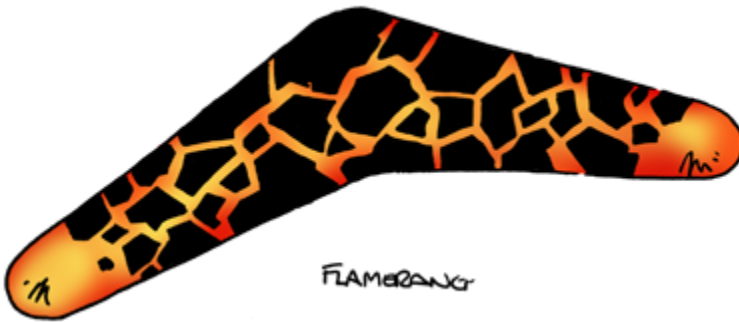


INFRARANG
0402



FROSTY RANG 0602

Boomerangs



FLAMERANG

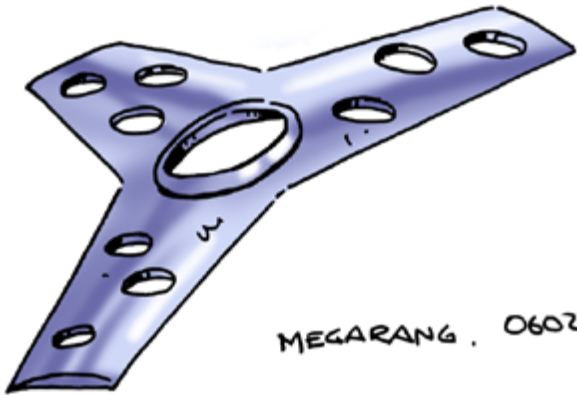


MULTIRANG
0402

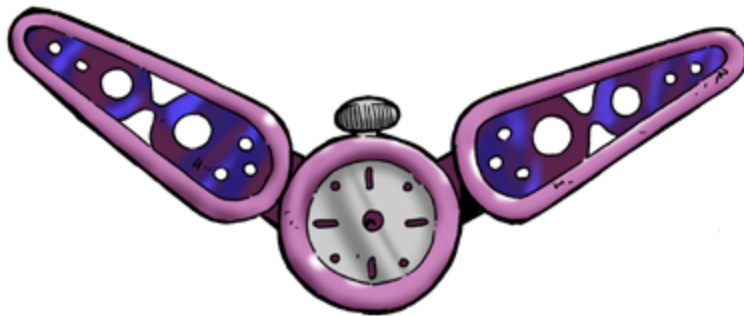
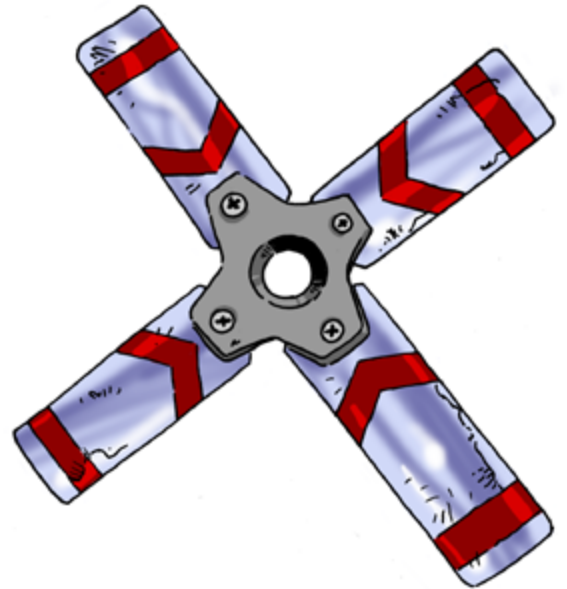




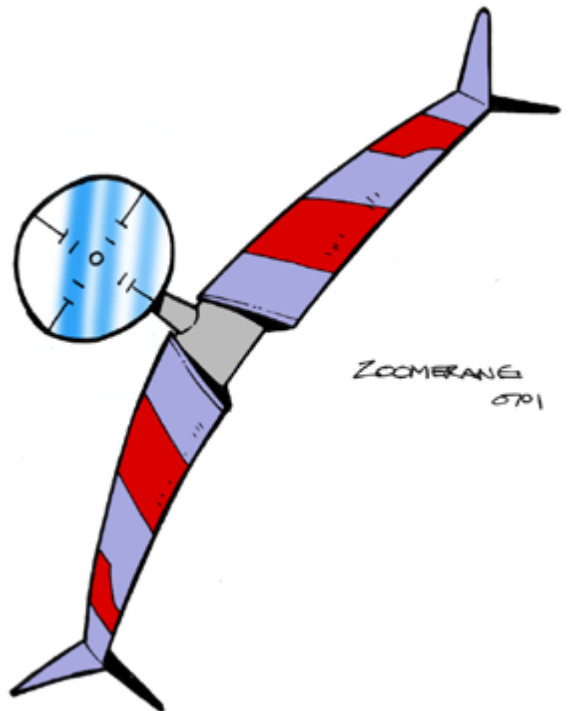
AQUARANG 0701



MEGARANG 0602



CHRONORANG



ZOOMERANG 0701

Boomerangs



DOOMERANG 0602

The Talismans



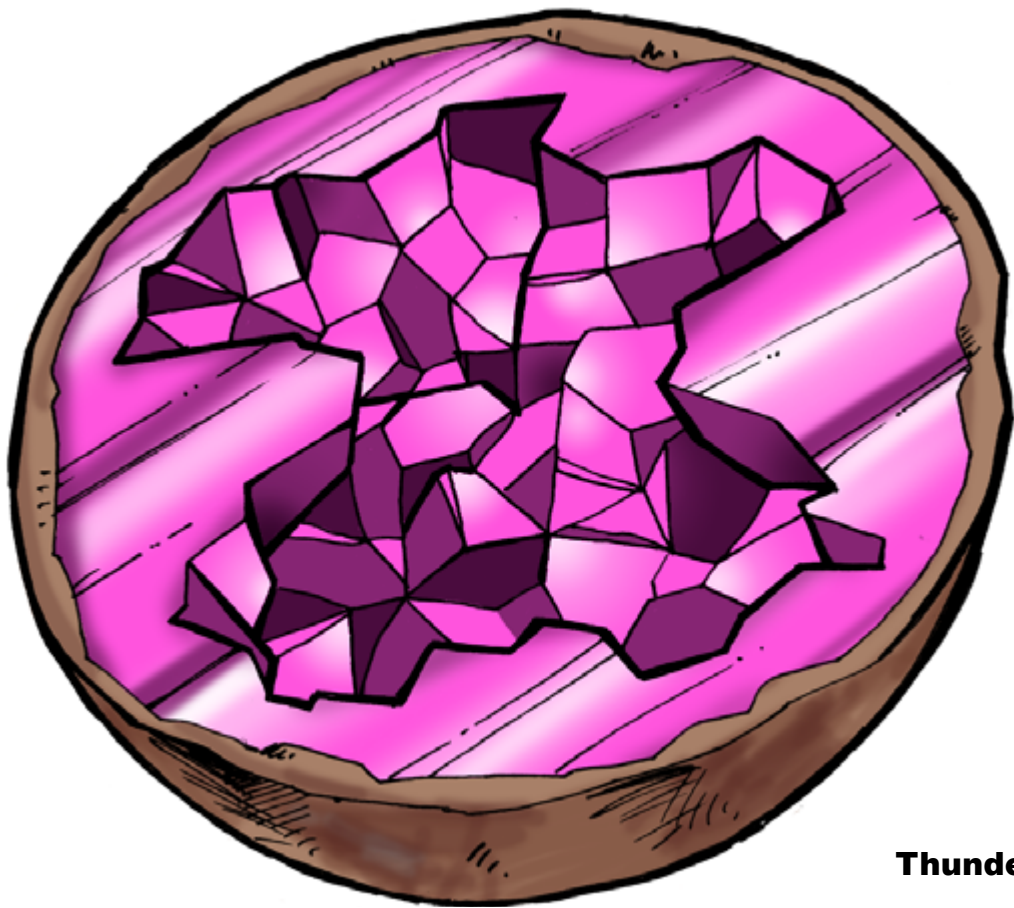
TIGER TALISMAN

0502



FROG
TALISMAN
0701



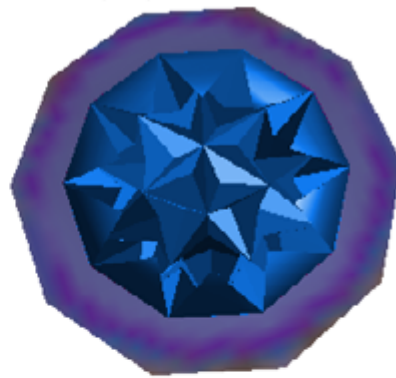


Thunder Eggs

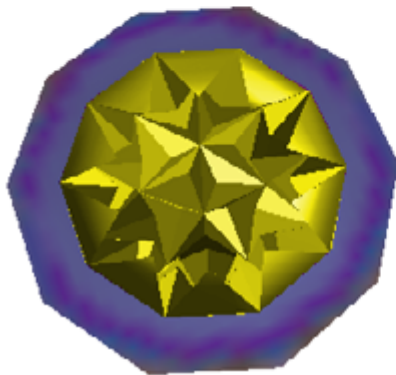
Fire



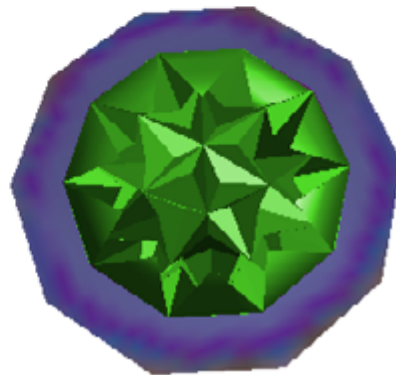
Water (Ice)



Earth

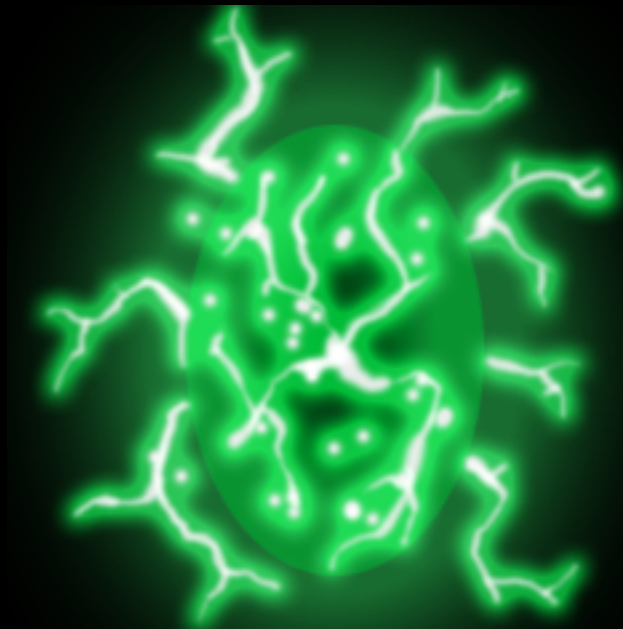
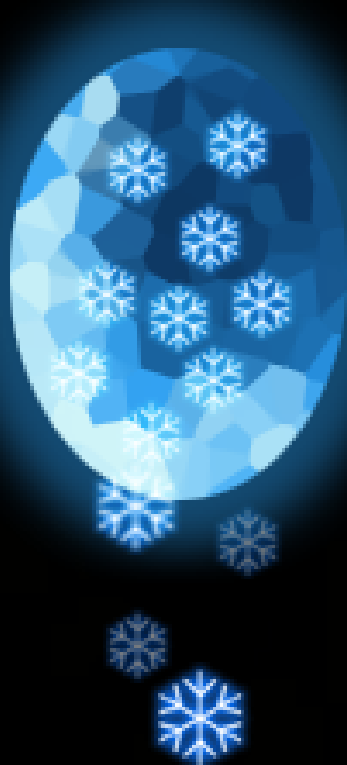
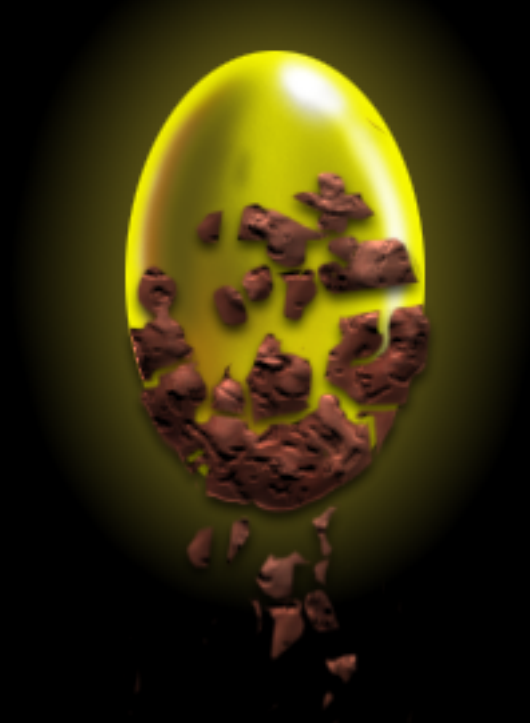
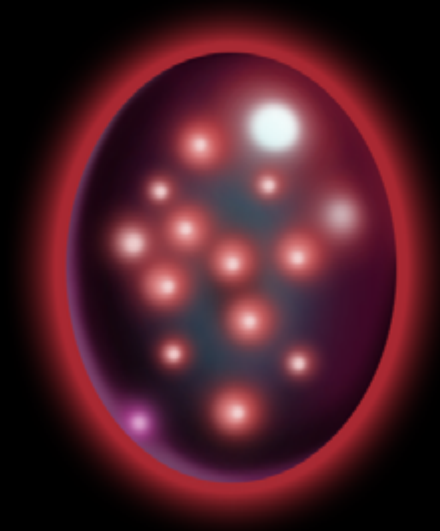


Air

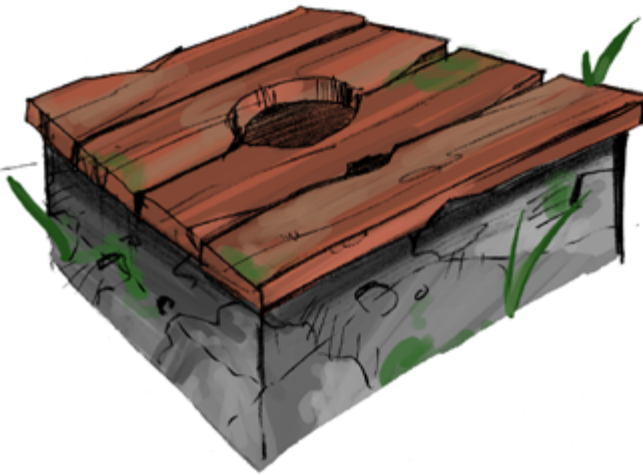
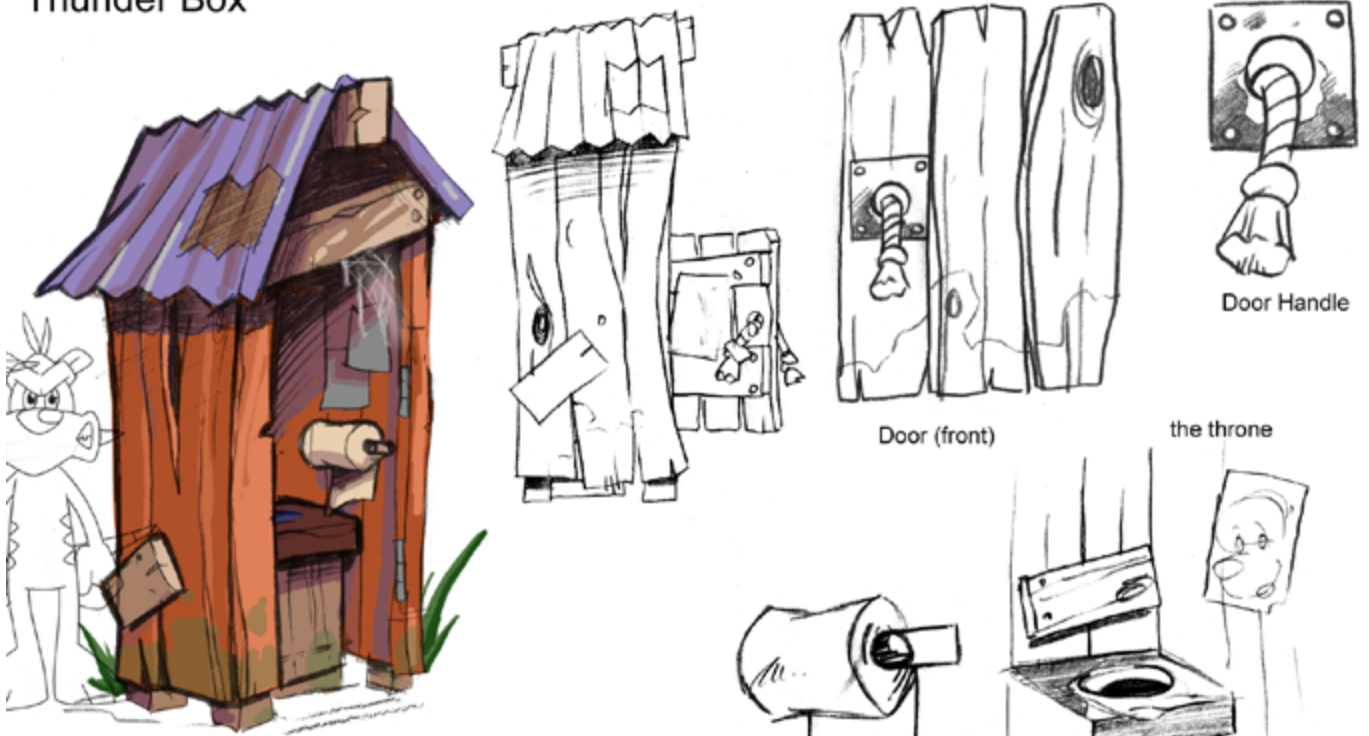


Opals

Fire, Earth, Water and Air.

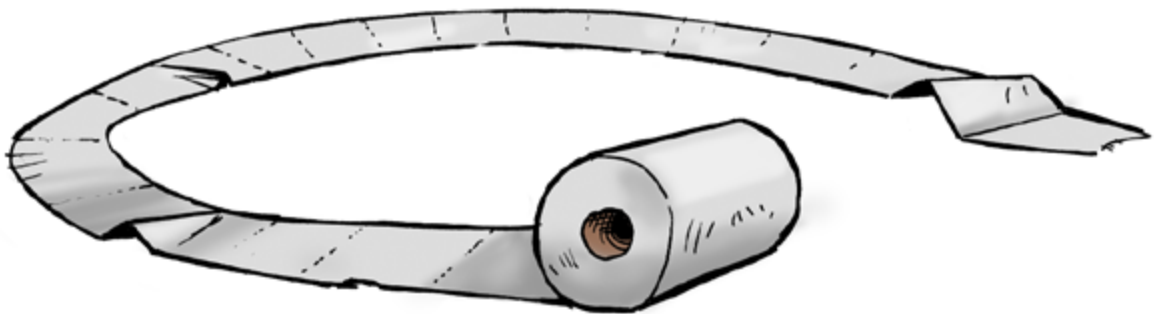


Thunder Box



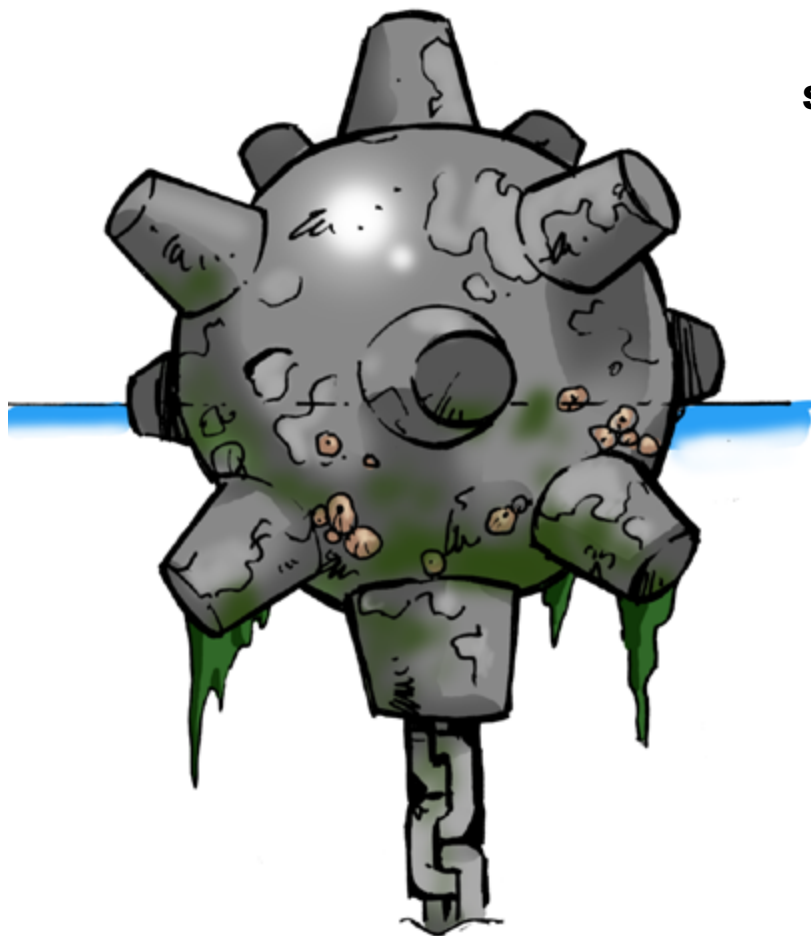
The Dunny

Everyone's favorite checkpoint and reading spot. Also one of the earliest designs for the game.



Props

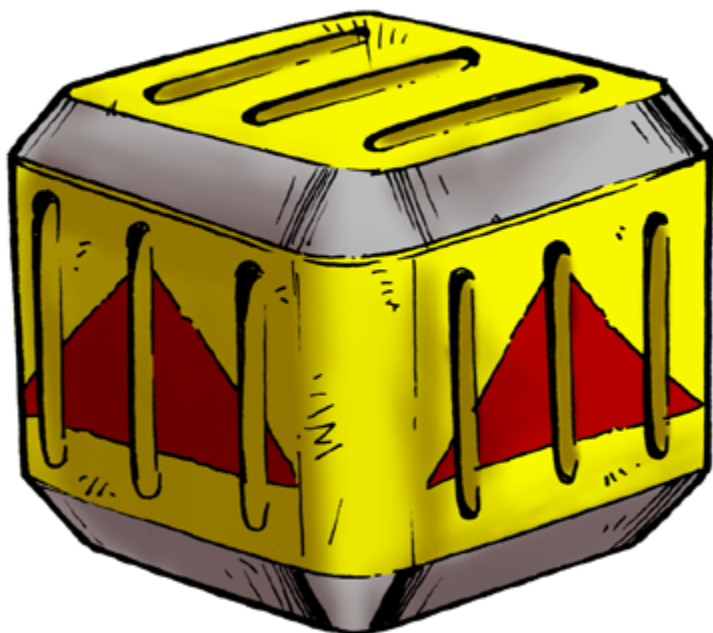
Sea mine



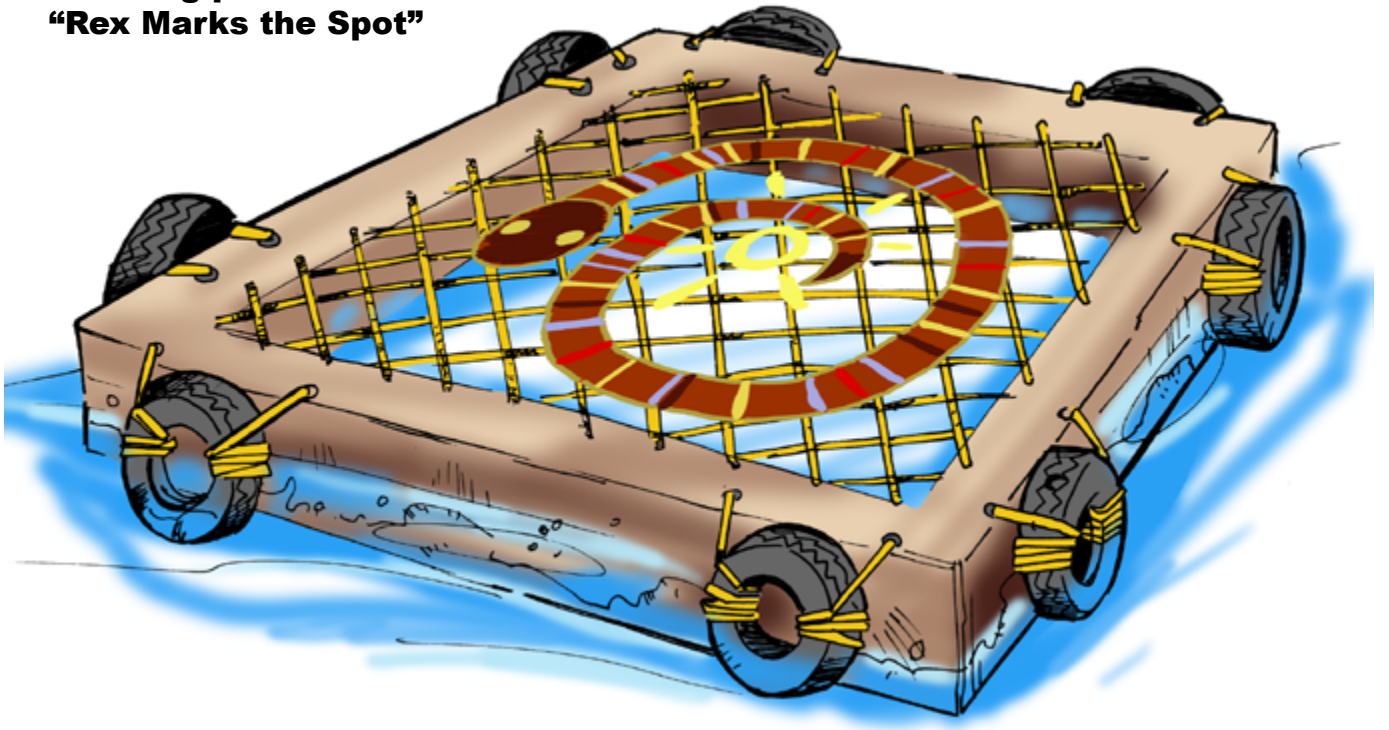
Termite mound



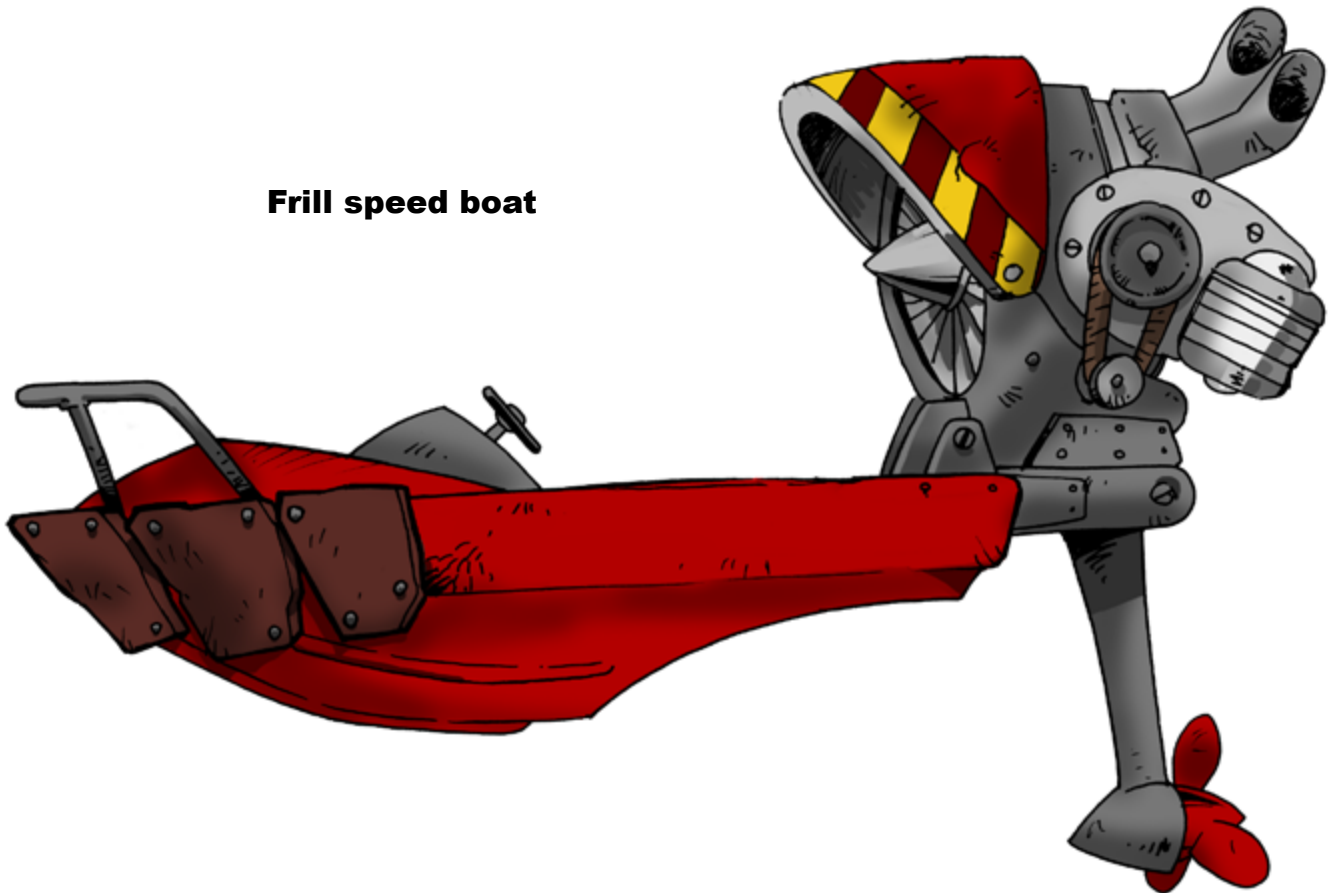
Water crate

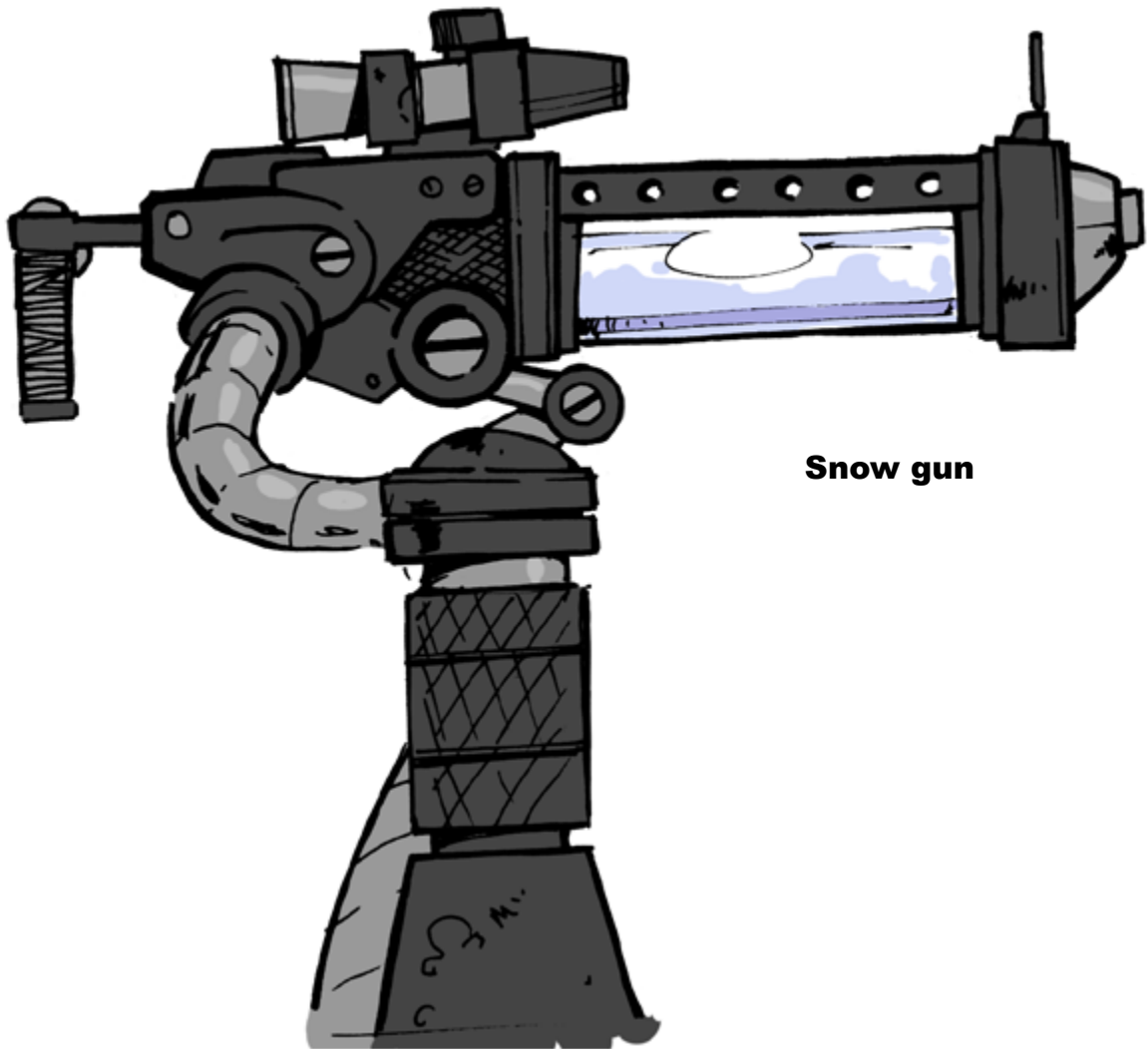


**Starting pontoon for
“Rex Marks the Spot”**

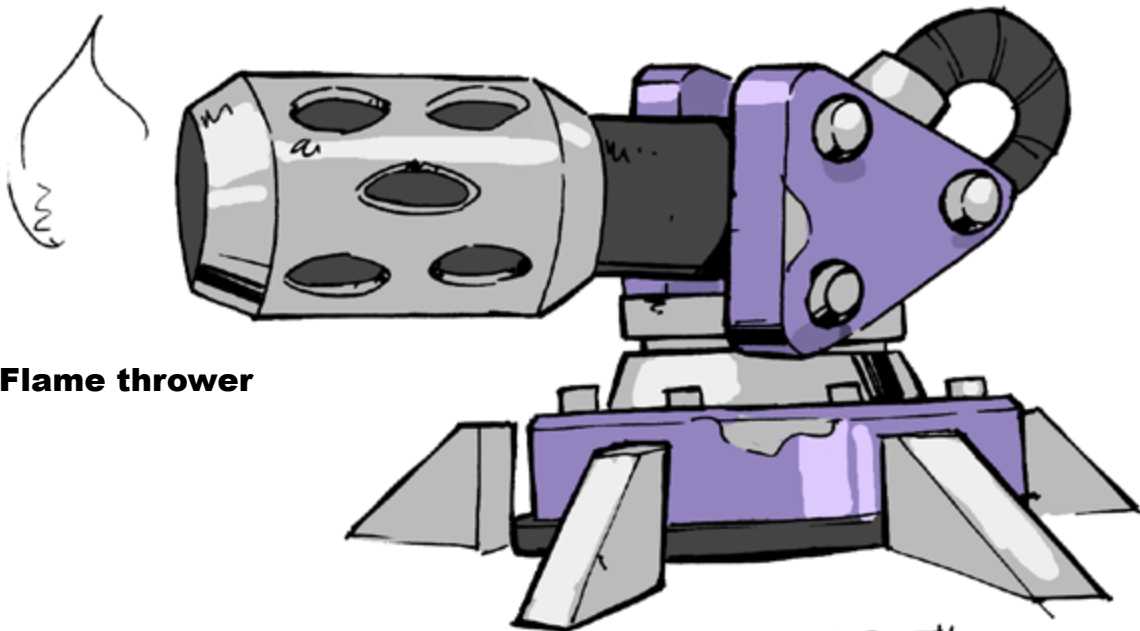


Frill speed boat



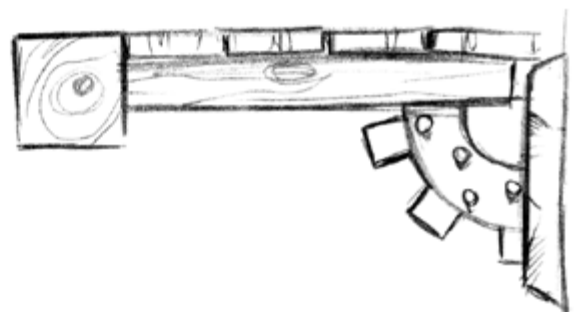
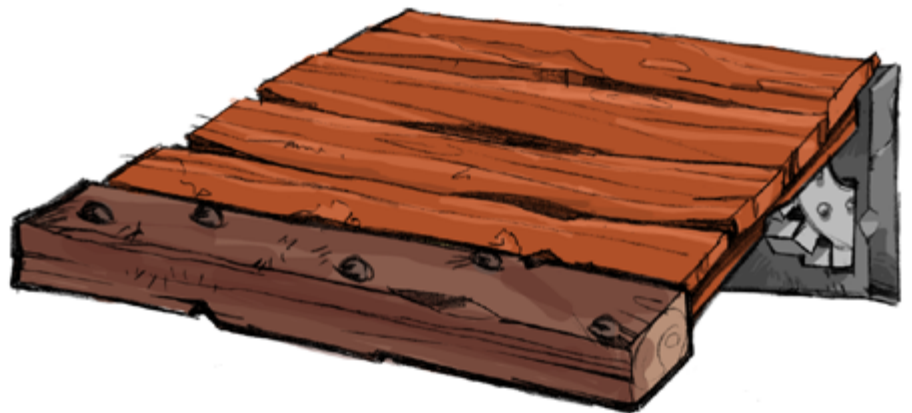
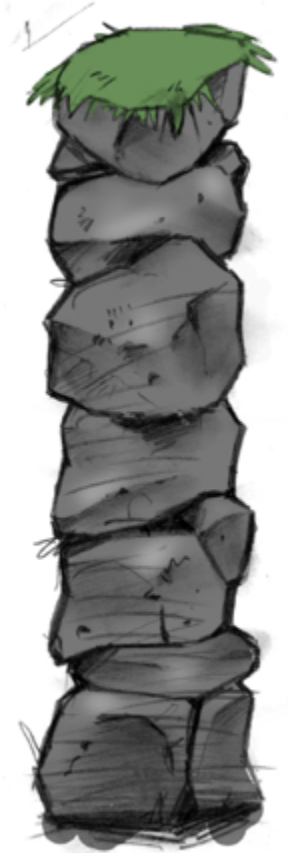
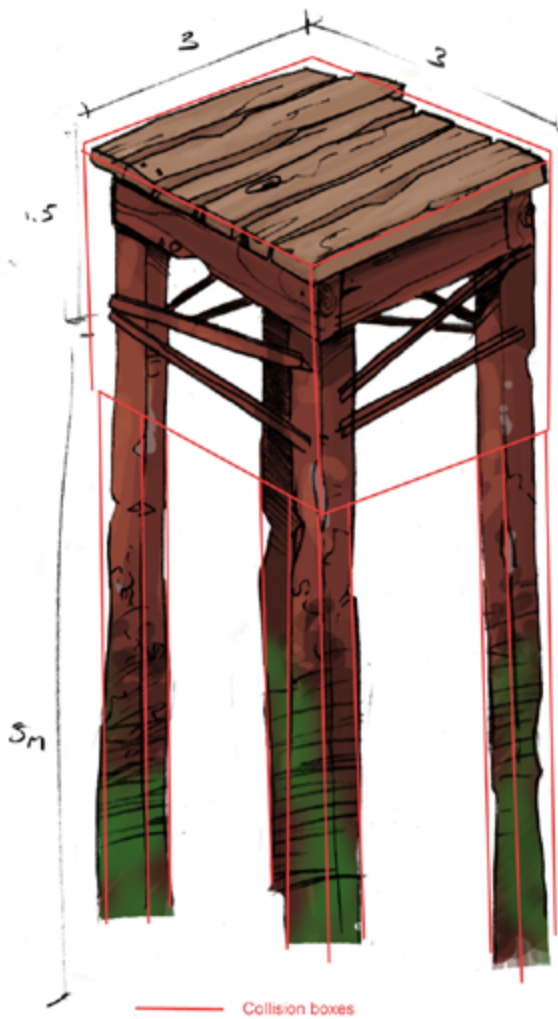


Snow gun

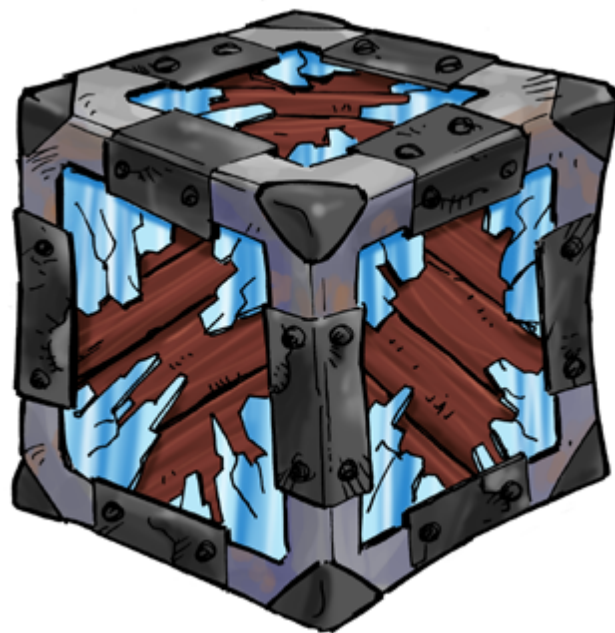
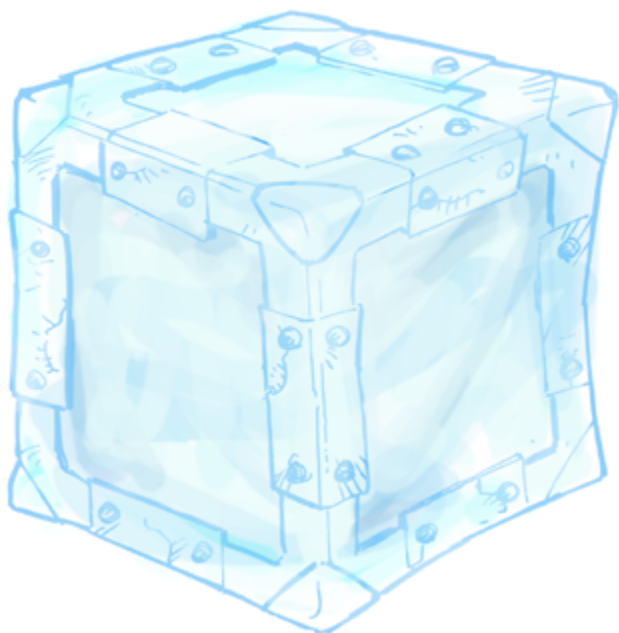


Flame thrower

FLAME THROWER TURRET FOR EY
0602



Platforms

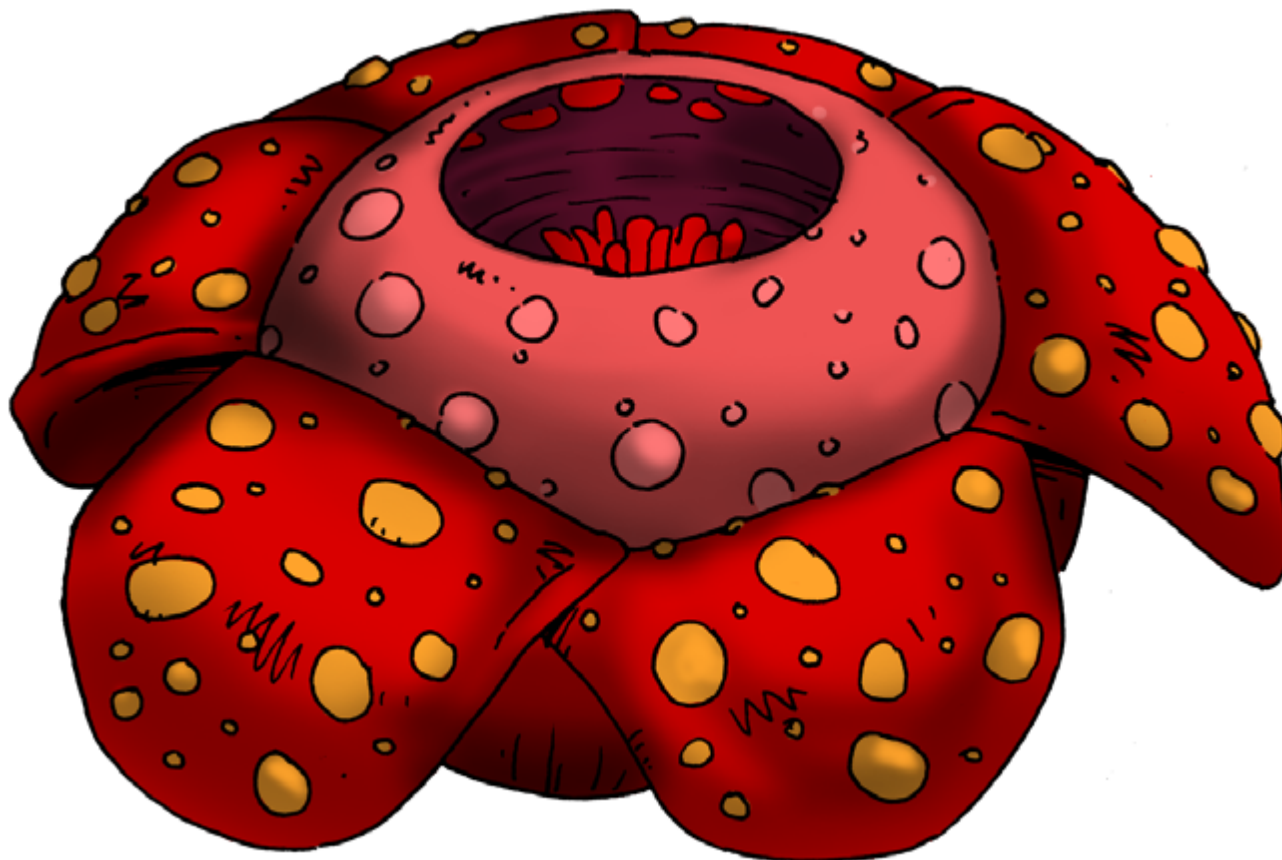


Inviso-crates

Now you don't see them, now you do.

Warp flower

Though it's based on a Rafflesia which doesn't grow in Australia it looked too cool NOT to use as a flower that swallowed and spat TY out.





Spy eggs and sentries

Boss Cass has eyes everywhere.



Danger Spike



Location concepts

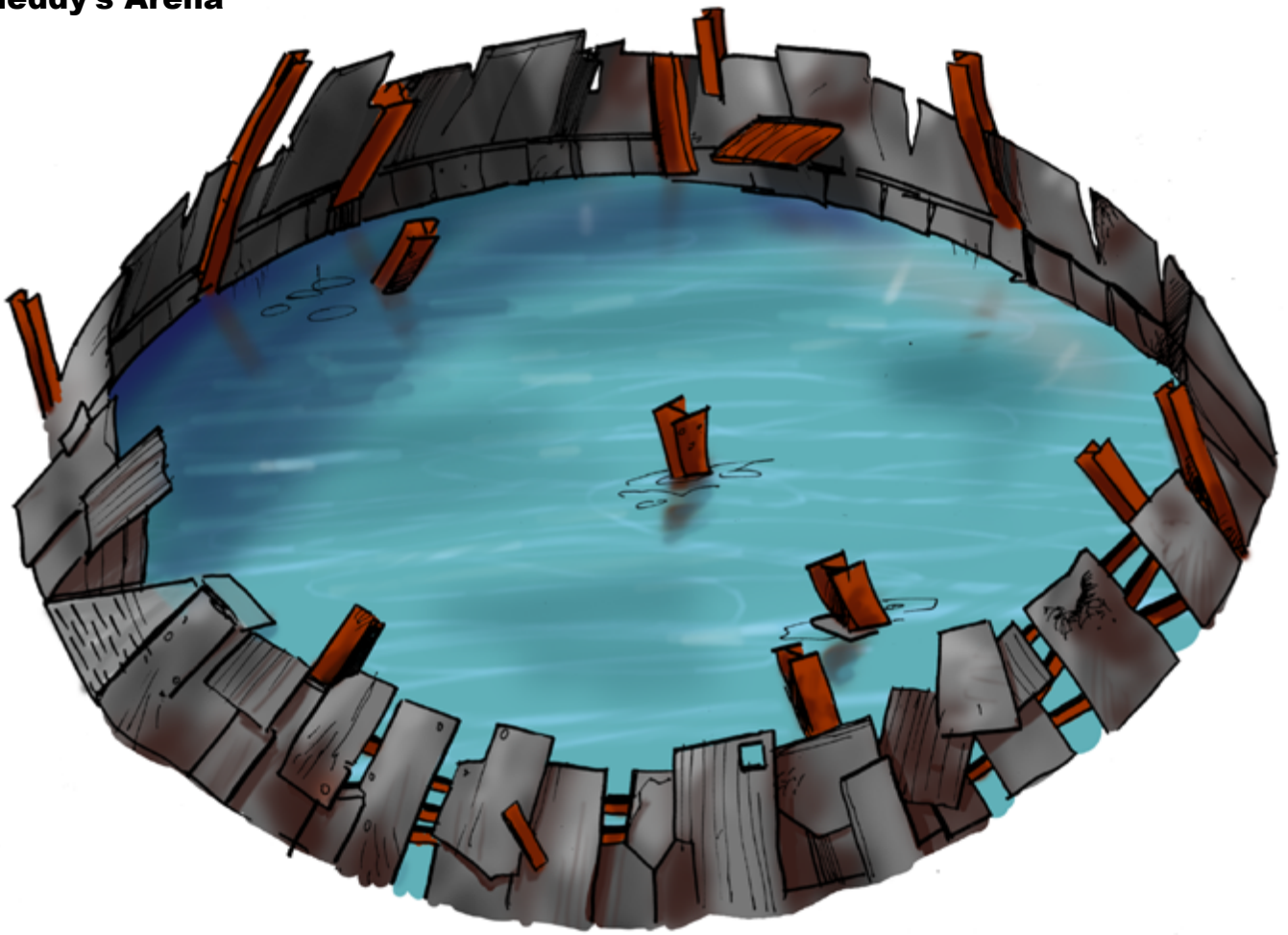
These illustrations were quickly done to give the environment modelers a better idea of what some of the map locations should look like. Maps are fine to show the relationship between locations on a 2D plane but don't do a very good job of conveying height, texture color, foliage etc. That's where these location shots come into play. But they're only ever a loose guide for environment artists and level designers to come in and make the locations look pretty.



Dennis's house

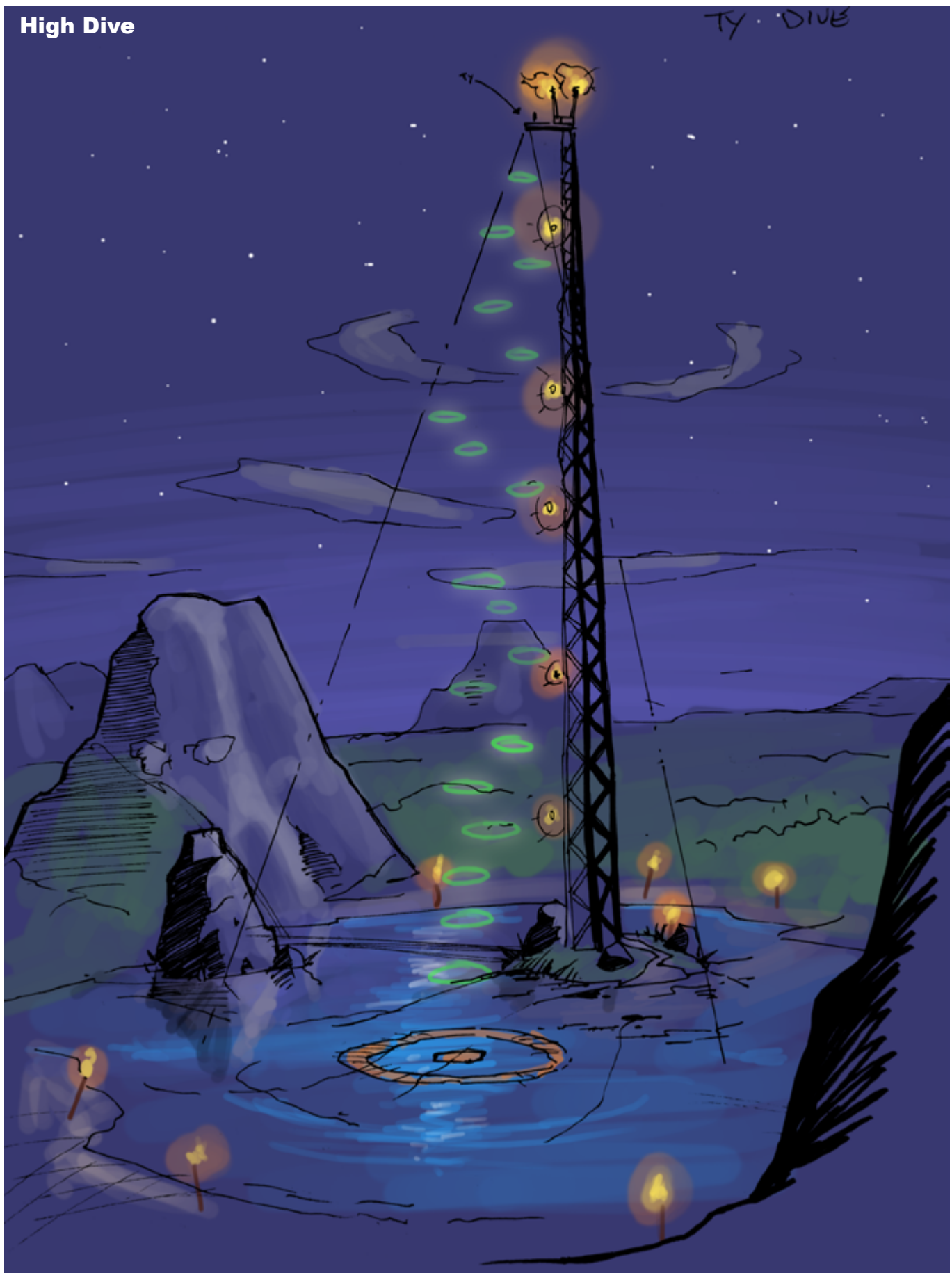


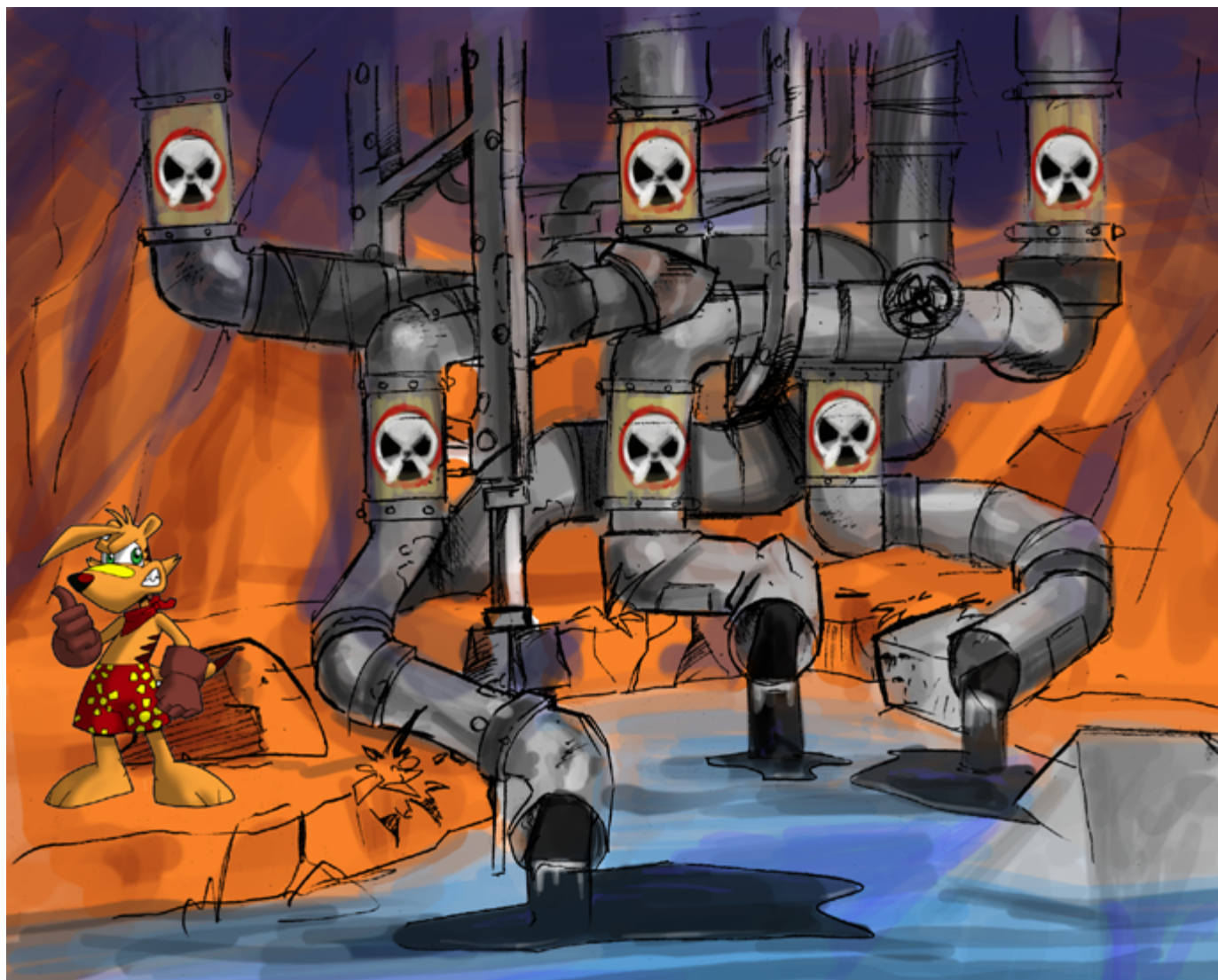
Neddy's Arena



High Dive

TY DIVE





Toxic pipes

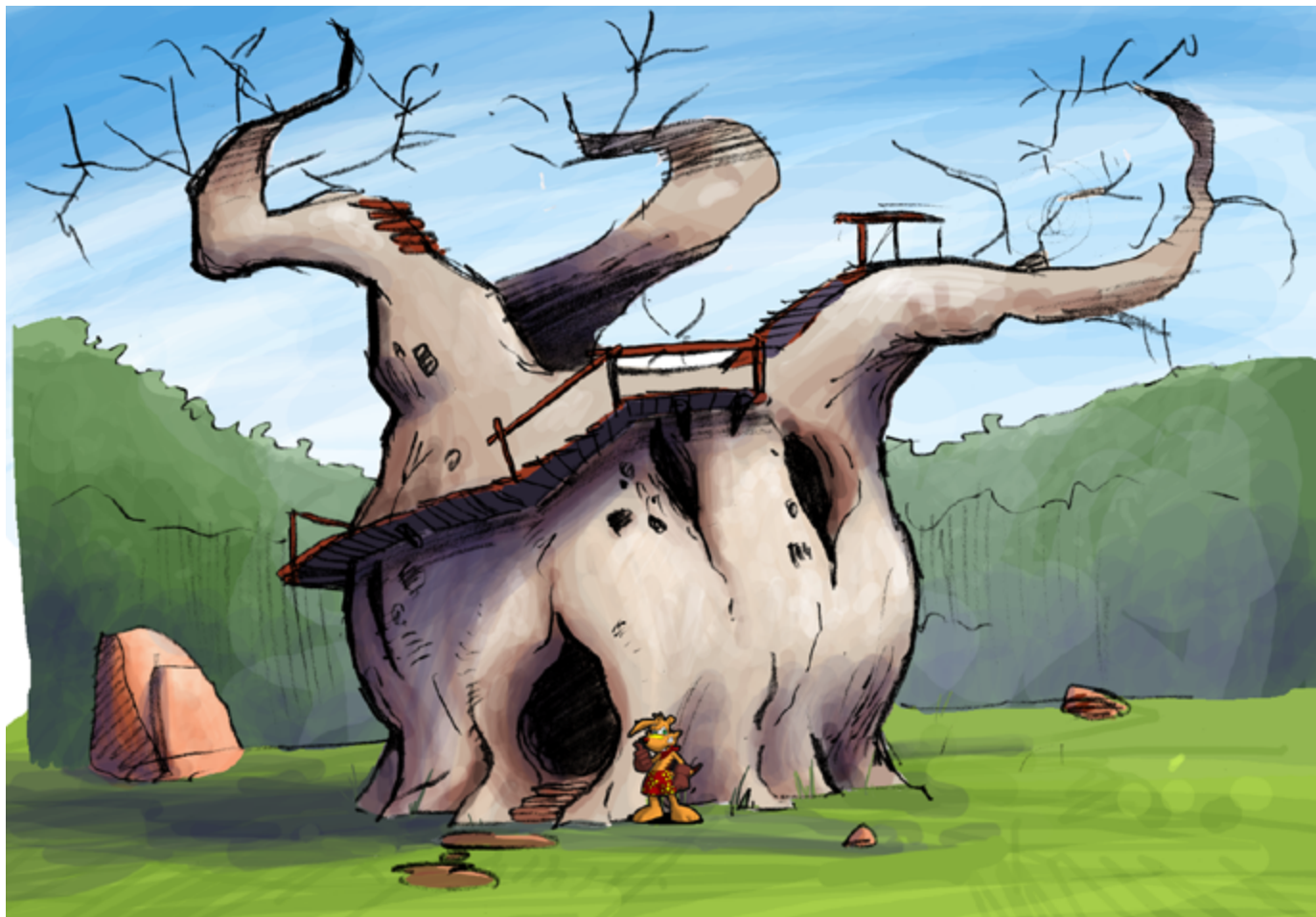
The scale may have changed a teensy bit in the actual level, but then again we also added the Frills on gantries fixing the pipes. Gameplay always comes first.





Saloon

Since I hate using rulers when drawing I decided early on that the TY style would try to avoid straight lines wherever possible. That's actually a lot harder than you would think.



The Boab Tree

One of the earliest hubs featured this Boab tree as a location for a set of level portals. Sadly it got cut because we ran out of time.

Ironically, we were then planning to use it in TY 2 but that version also got cut when we reworked the game from a TY 1 art swap to the open world game it ended up.

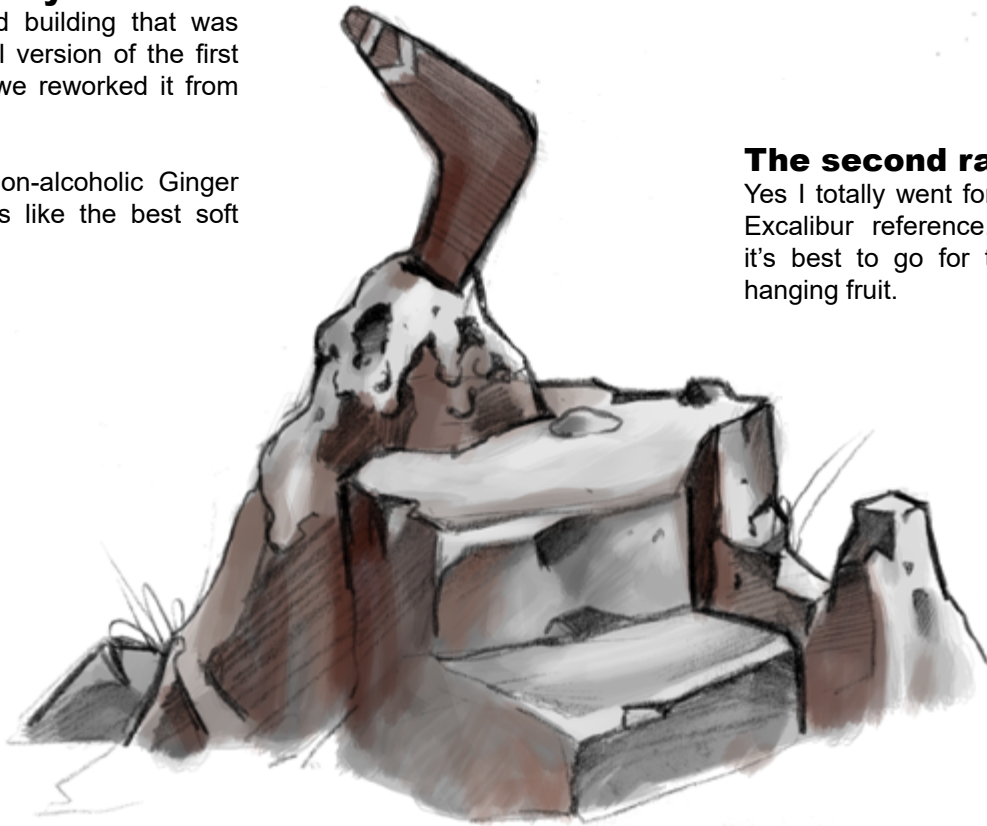




The Brewery

A background building that was in the original version of the first level before we reworked it from scratch.

They brew non-alcoholic Ginger Beer which is like the best soft drink ever.

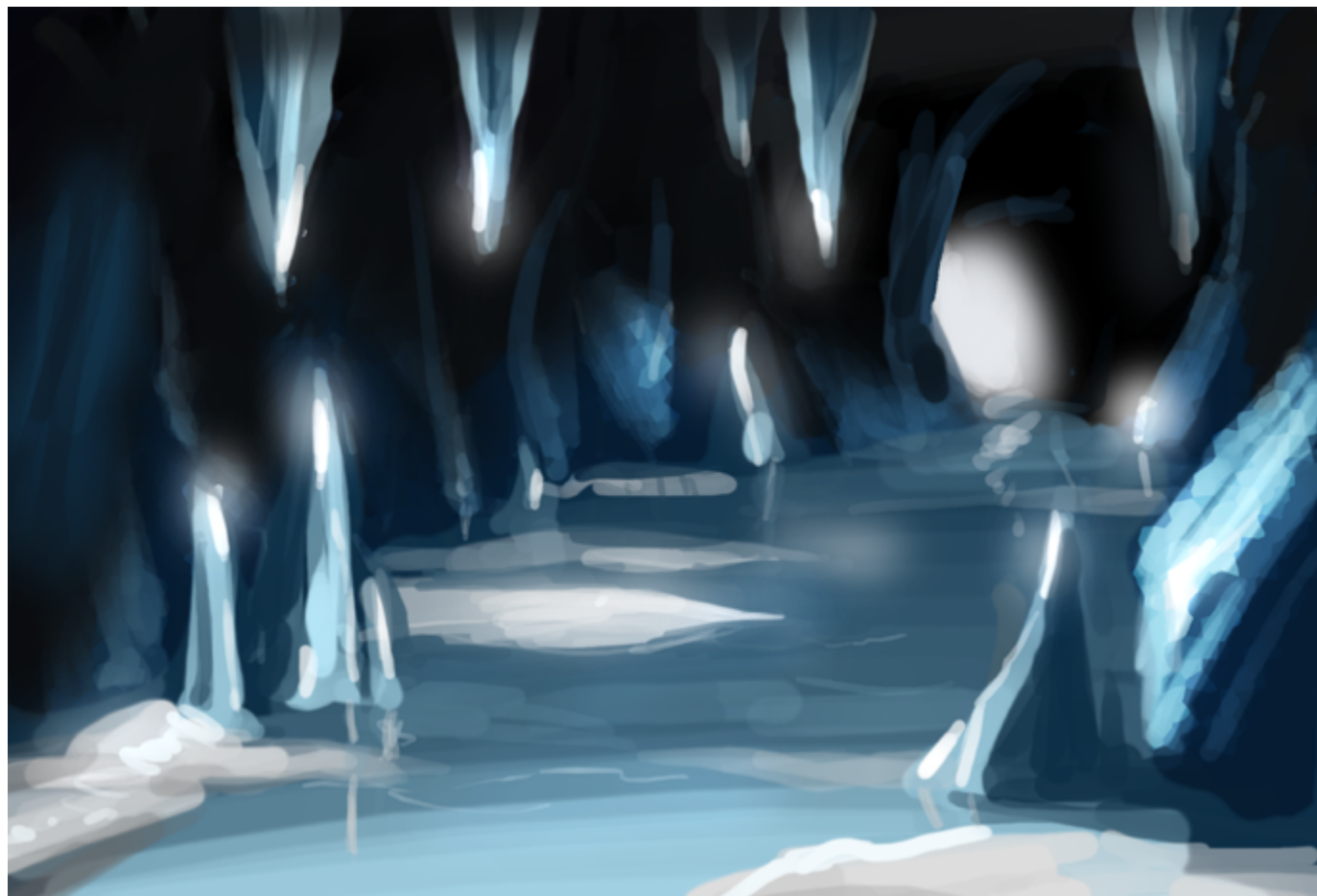


The second rang

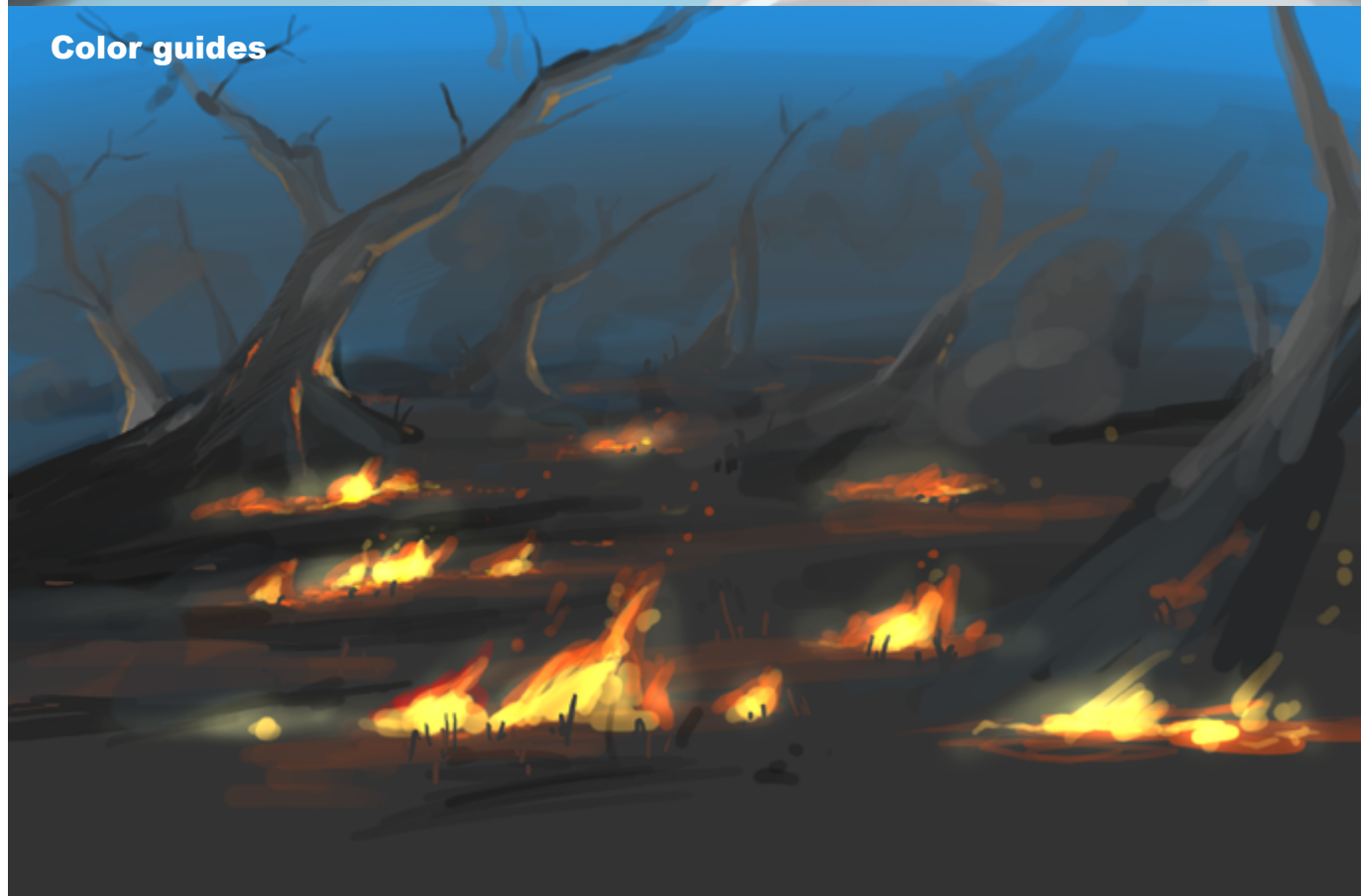
Yes I totally went for the obvious Excalibur reference. Sometimes it's best to go for the ripe, low hanging fruit.

RANG IN STONE

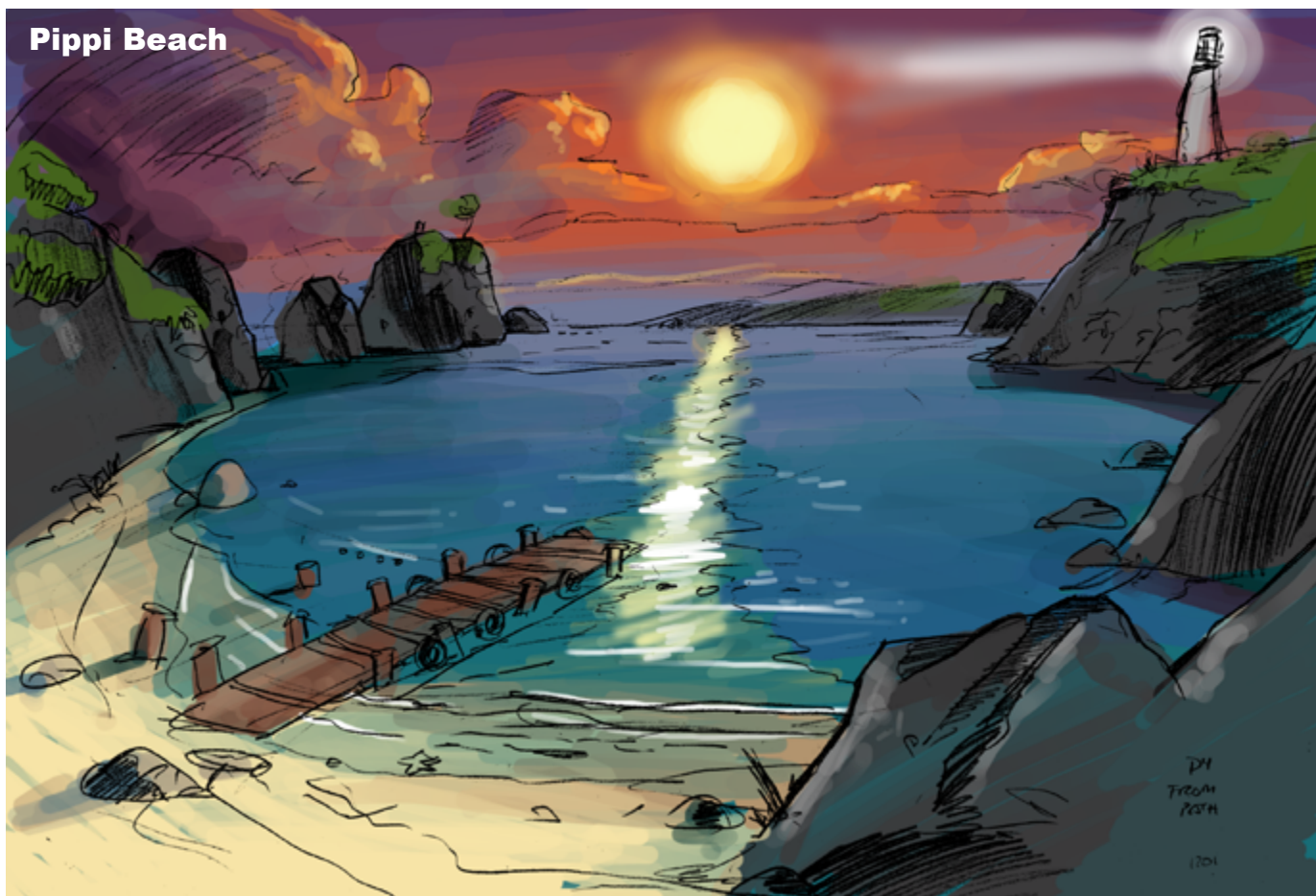
0602



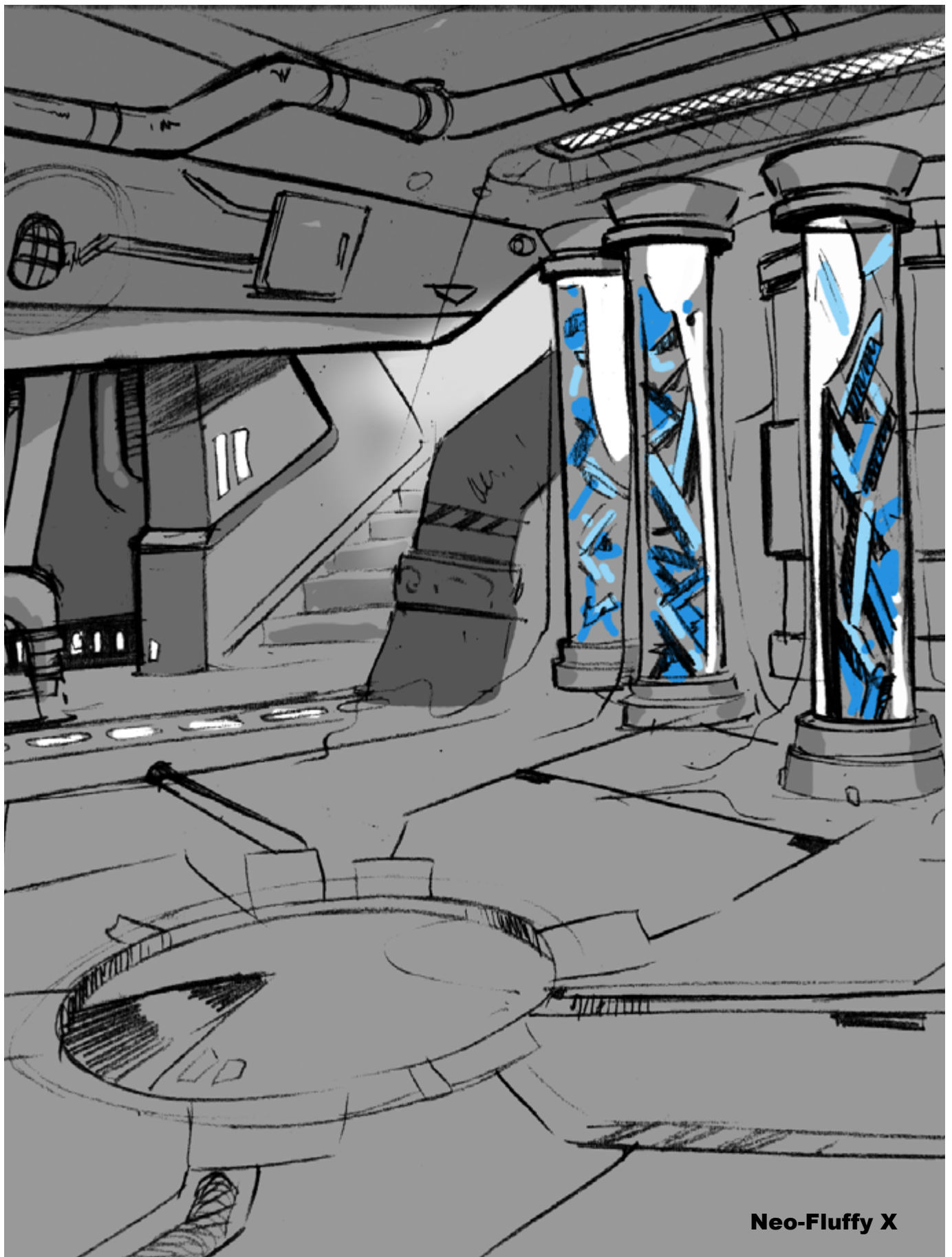
Color guides



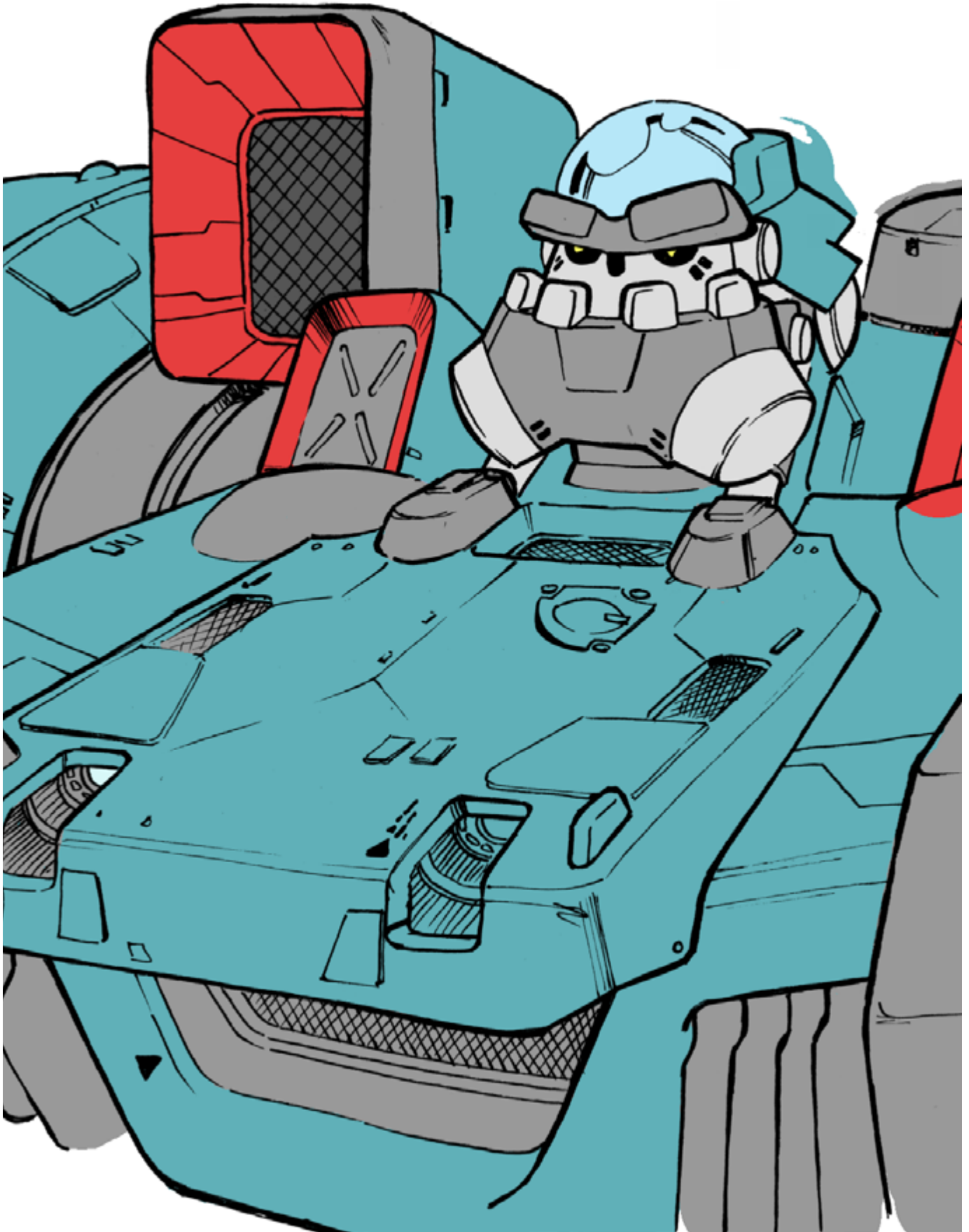
Pippi Beach

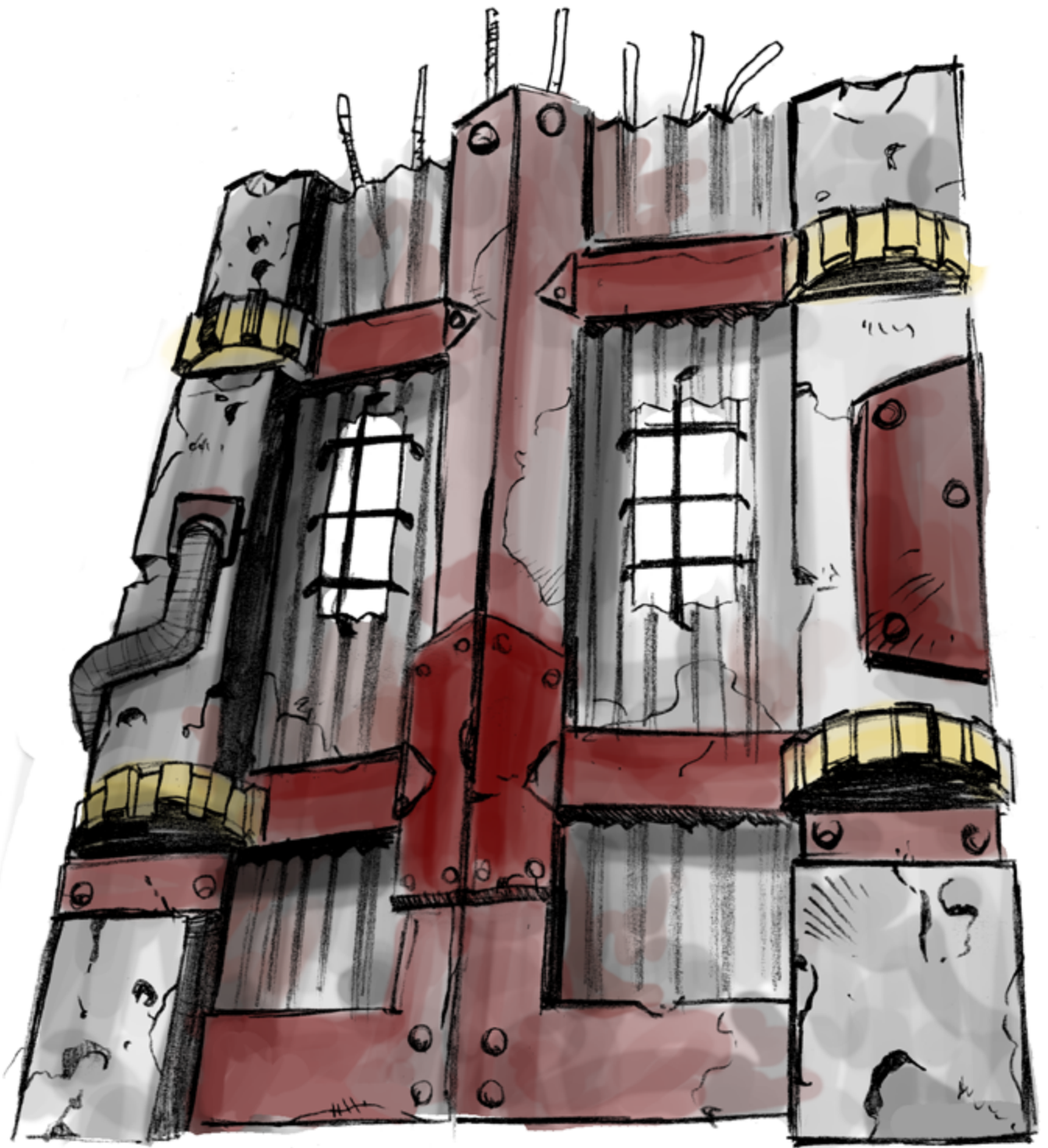






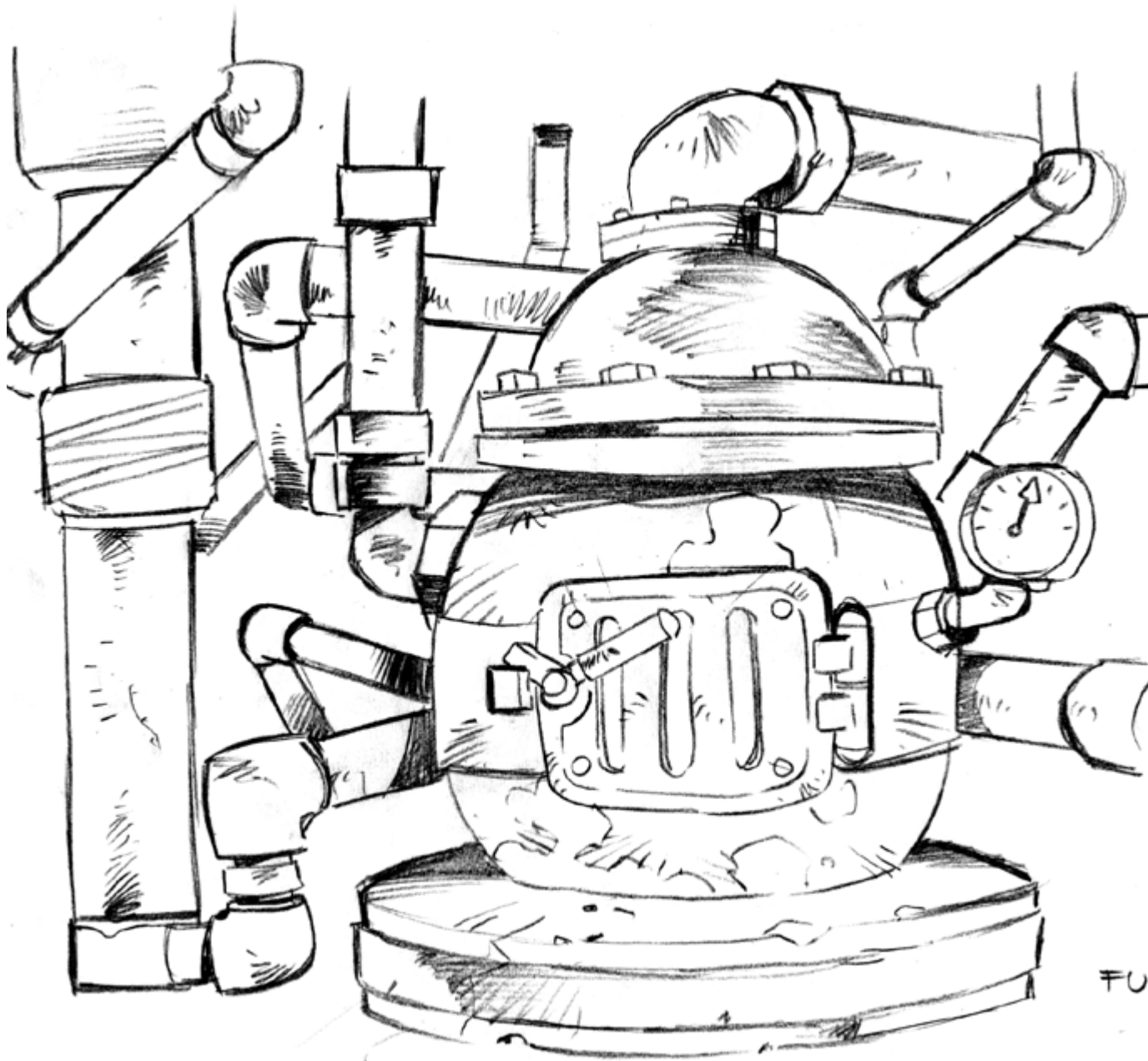
Neo-Fluffy X





E ZONE GATES.

Gate to the final level



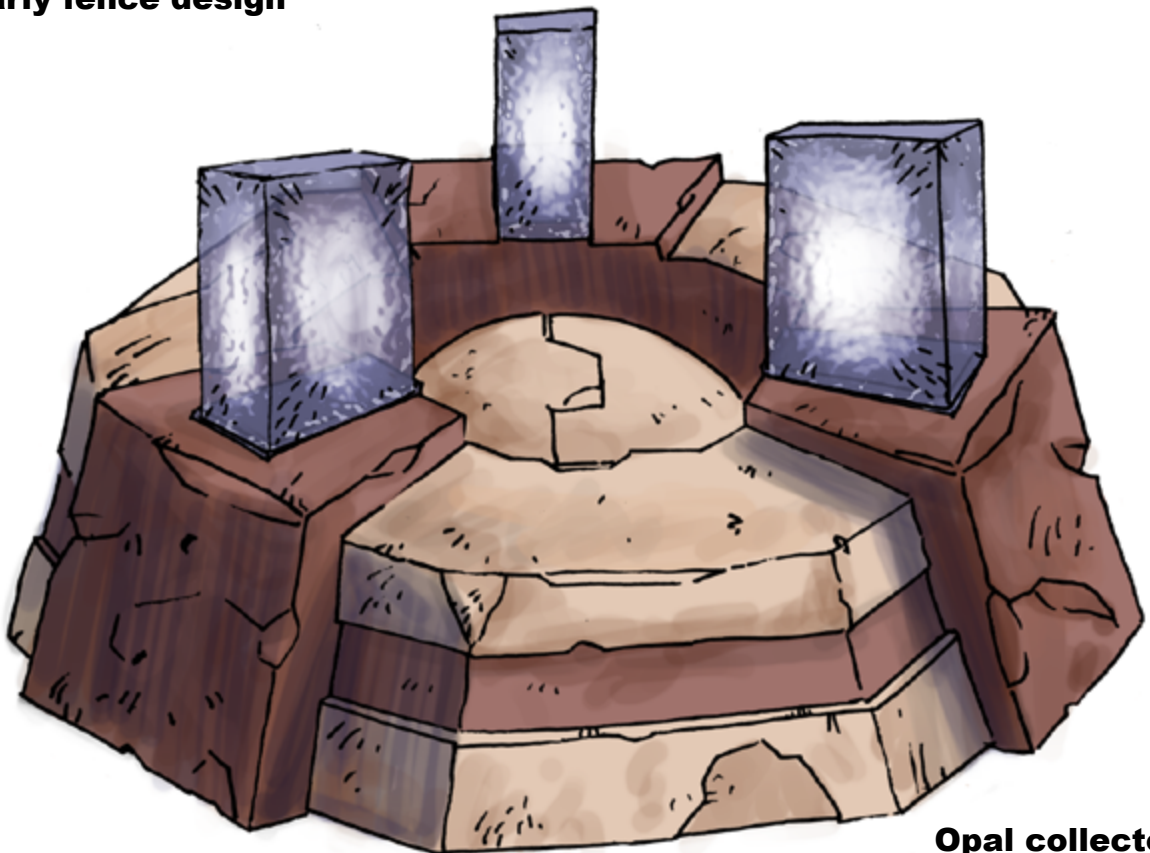
Furnace

You've got to heat this thing up as hot as you can get it!





Early fence design



Opal collector

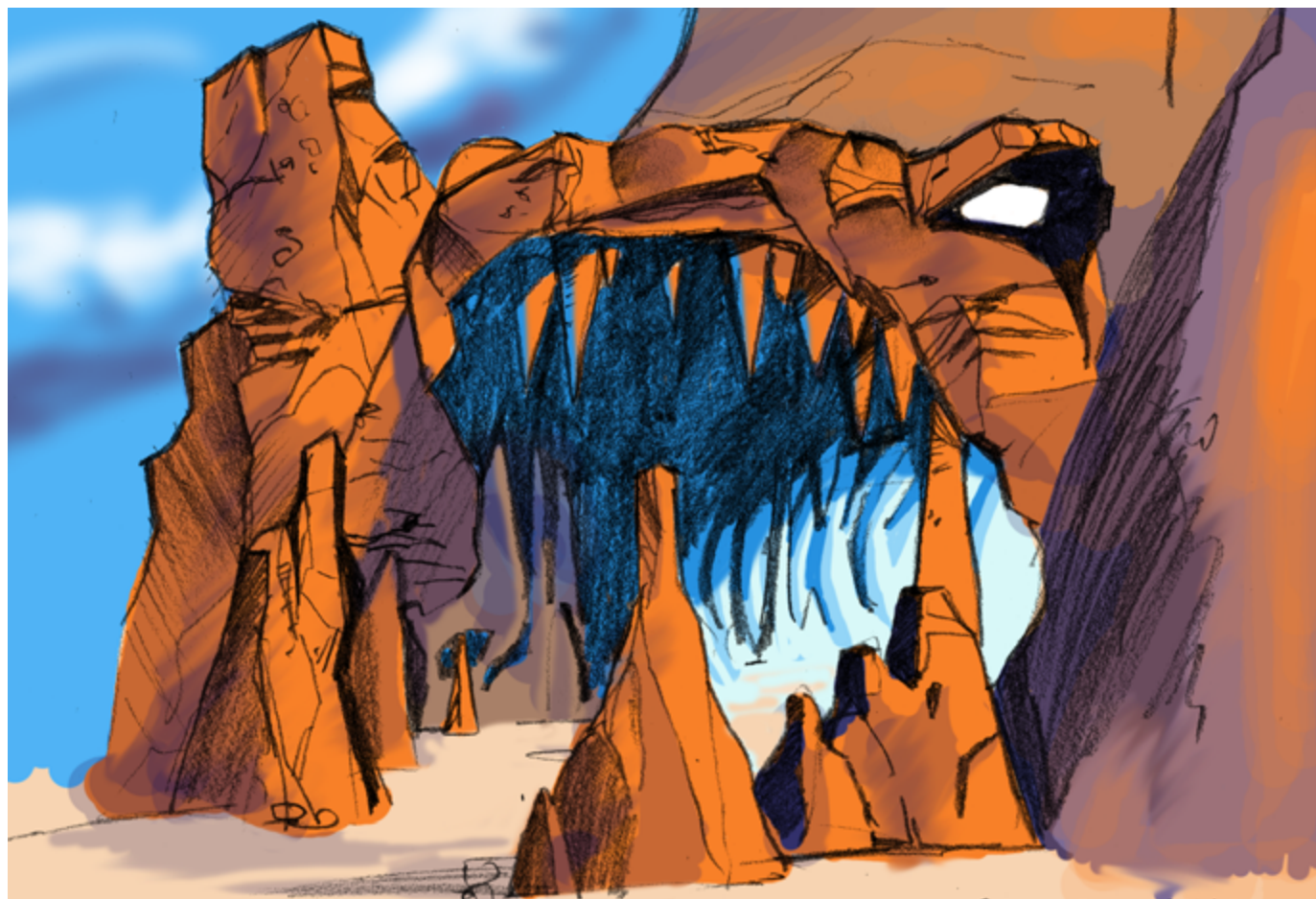


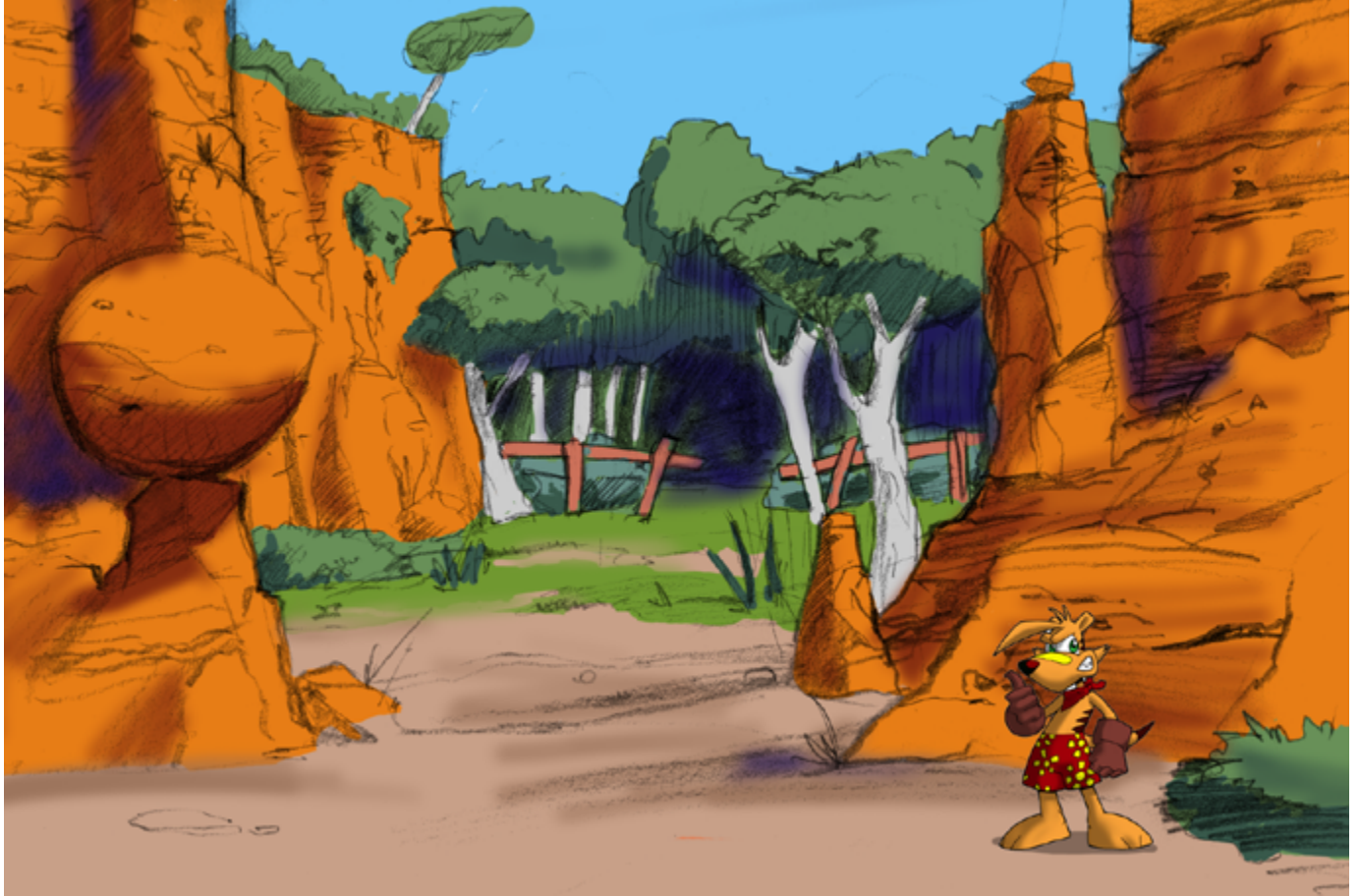
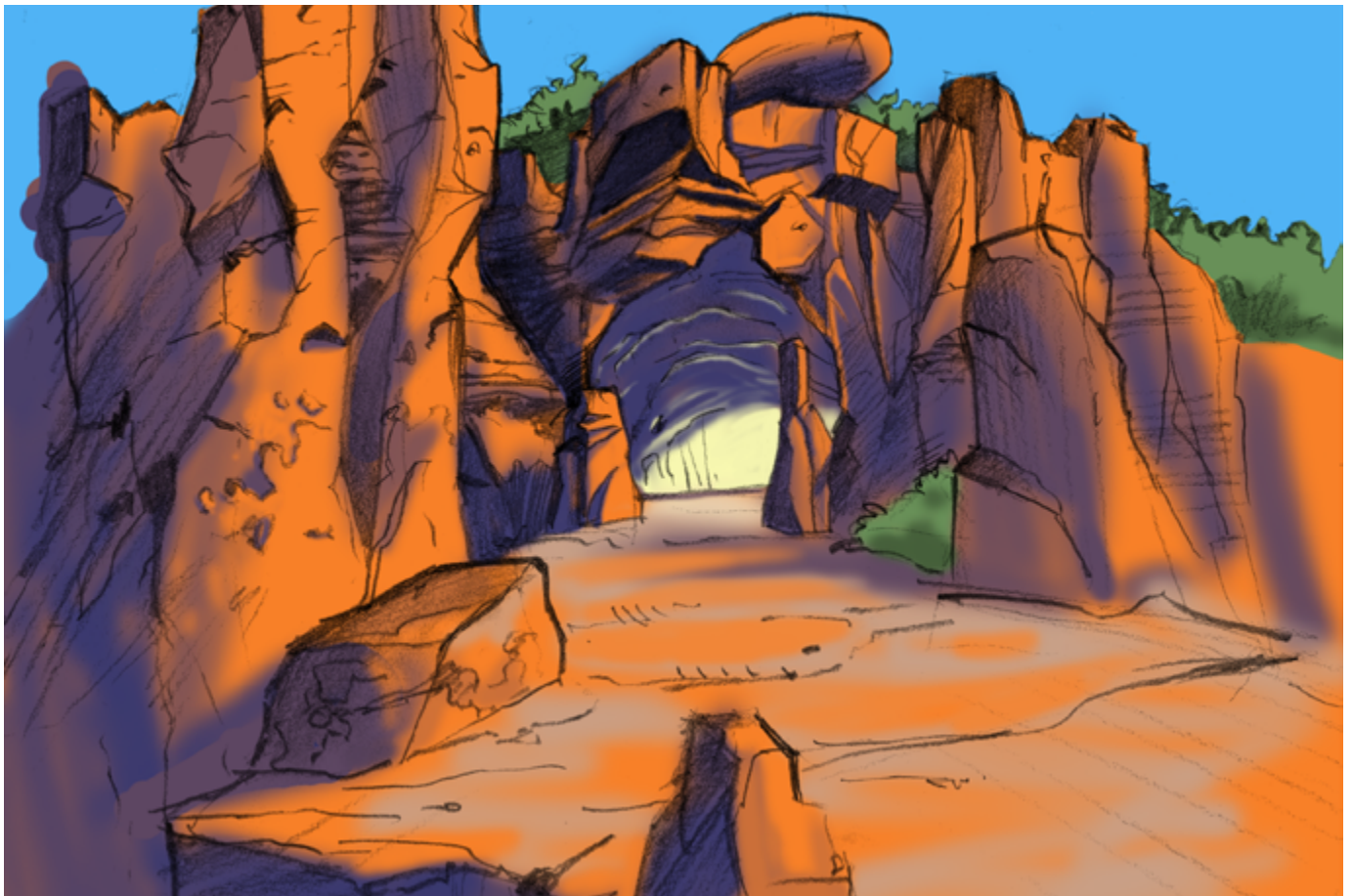


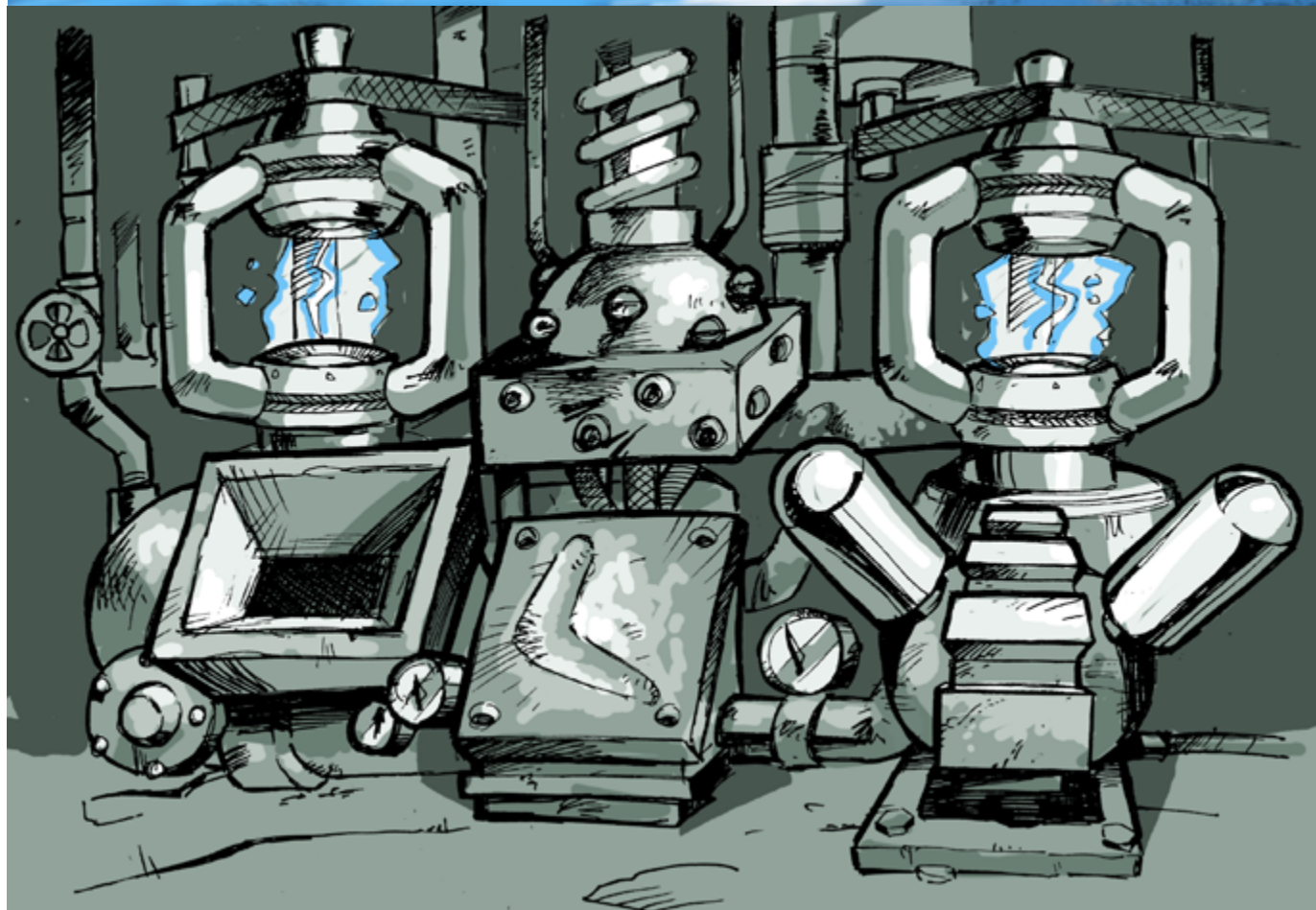
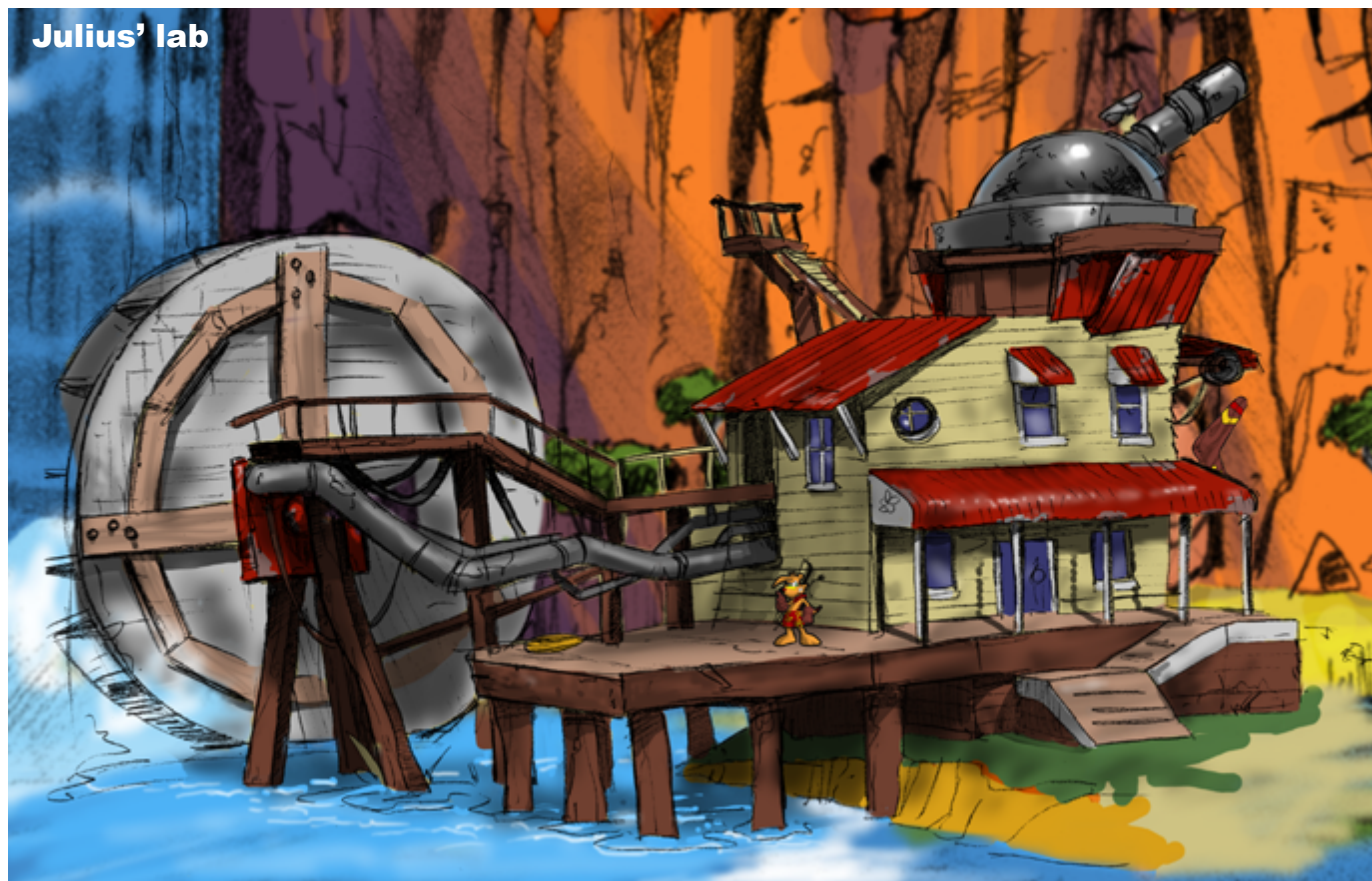
Rainbow Cliffs

Early designs for the main game hub.







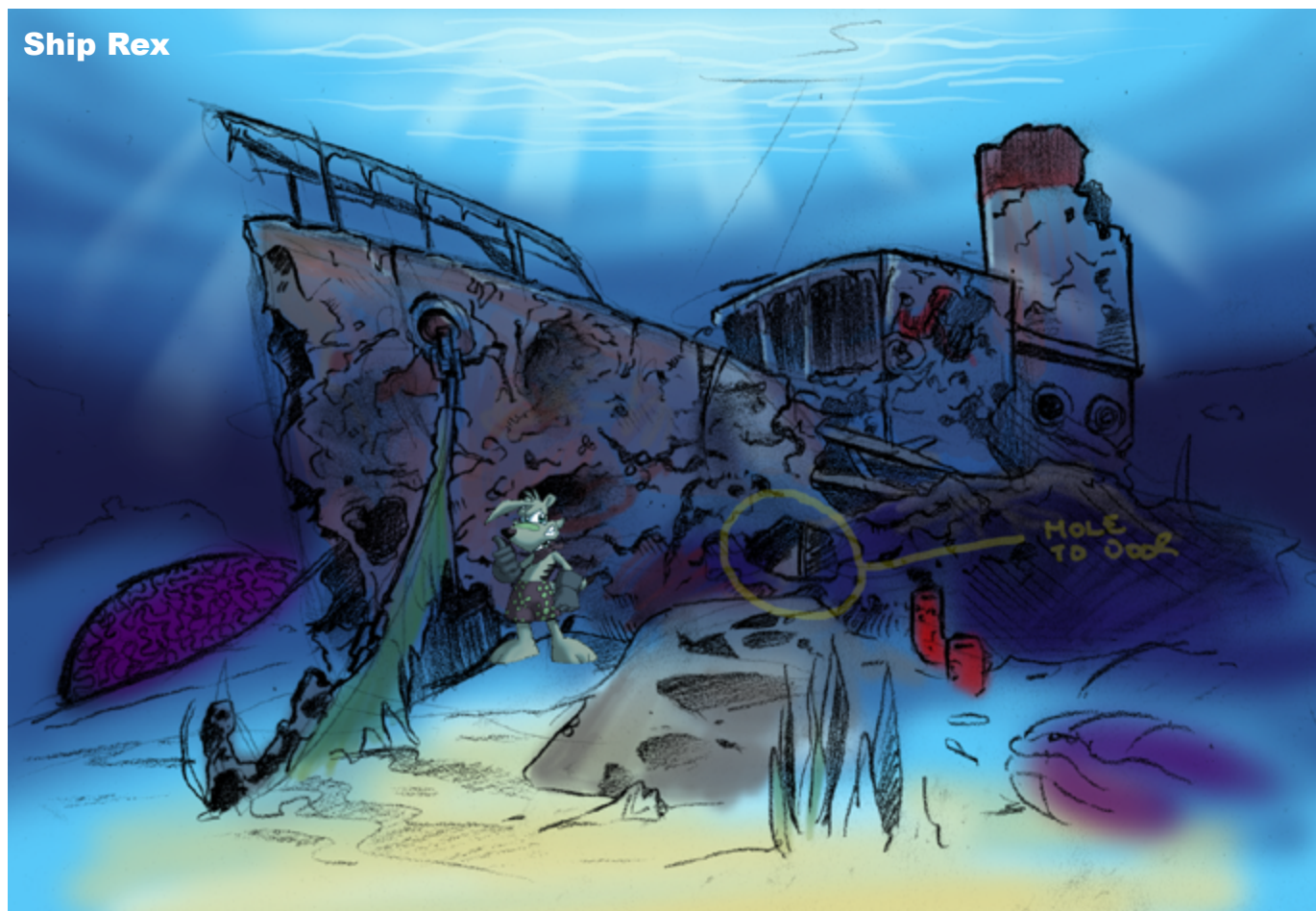


Talisman slots



Bull's Pen

Ship Rex

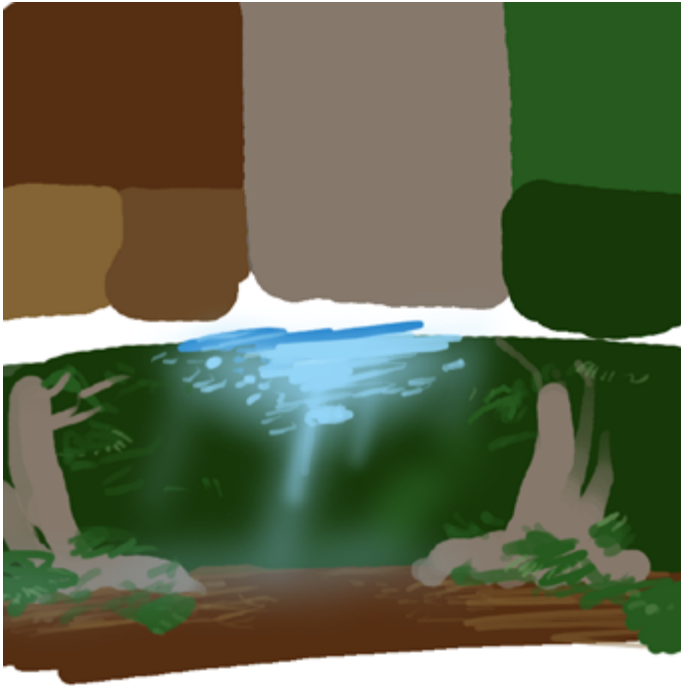


JANEY'S GRAVE



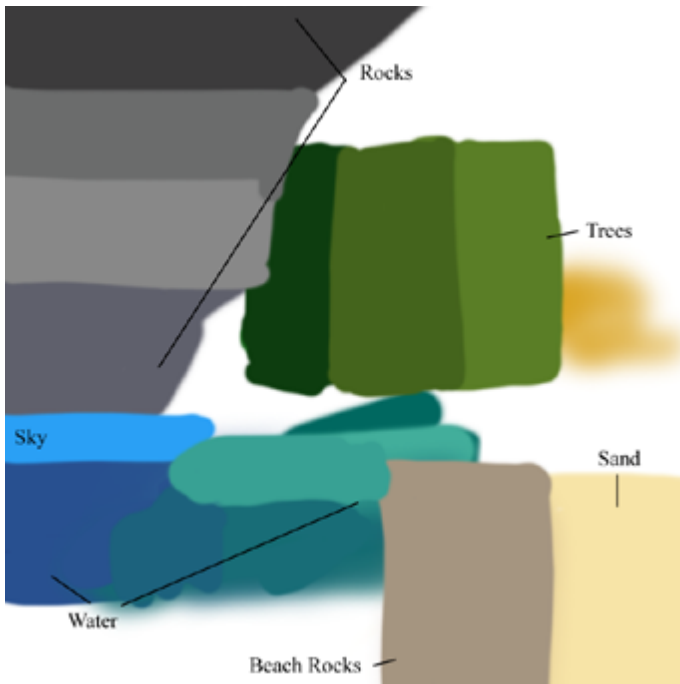


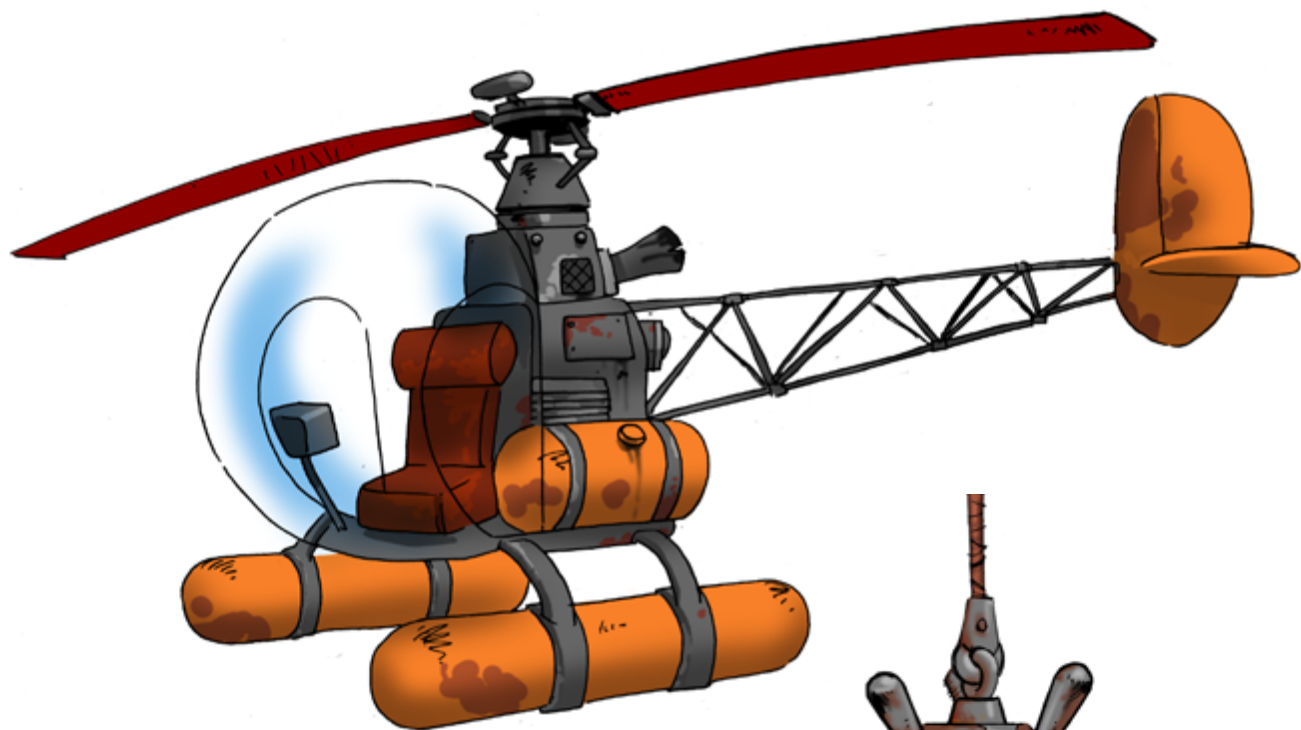




Color palettes

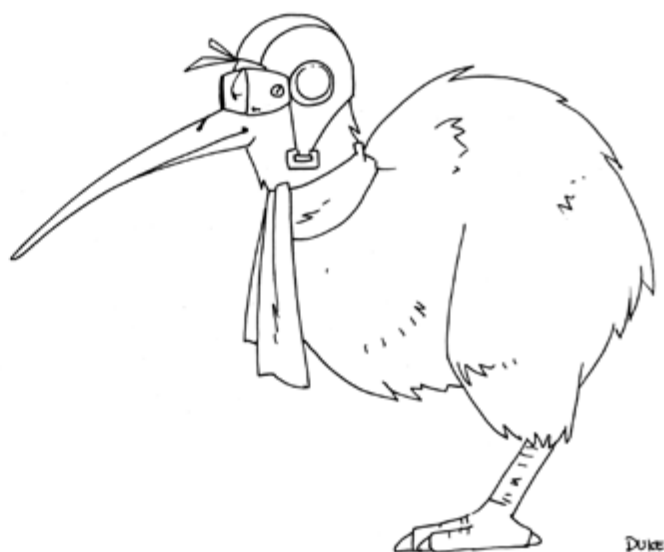
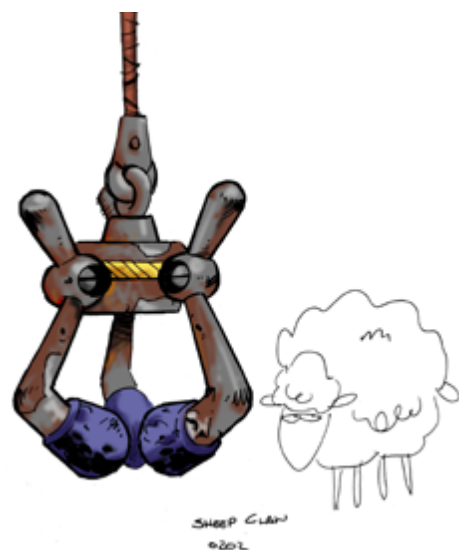
Different ideas for the colors of the locations.





Duke and his chopper

Originally designed for a cut outback level in TY 1, Duke made it into TY 2 as a major part of Bush Rescue.





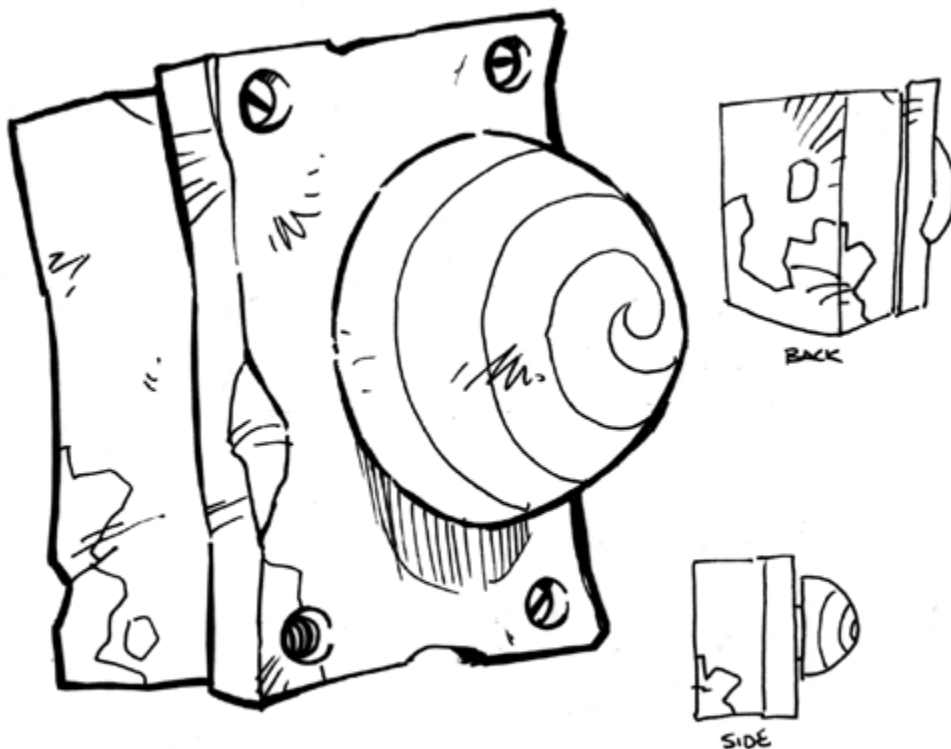
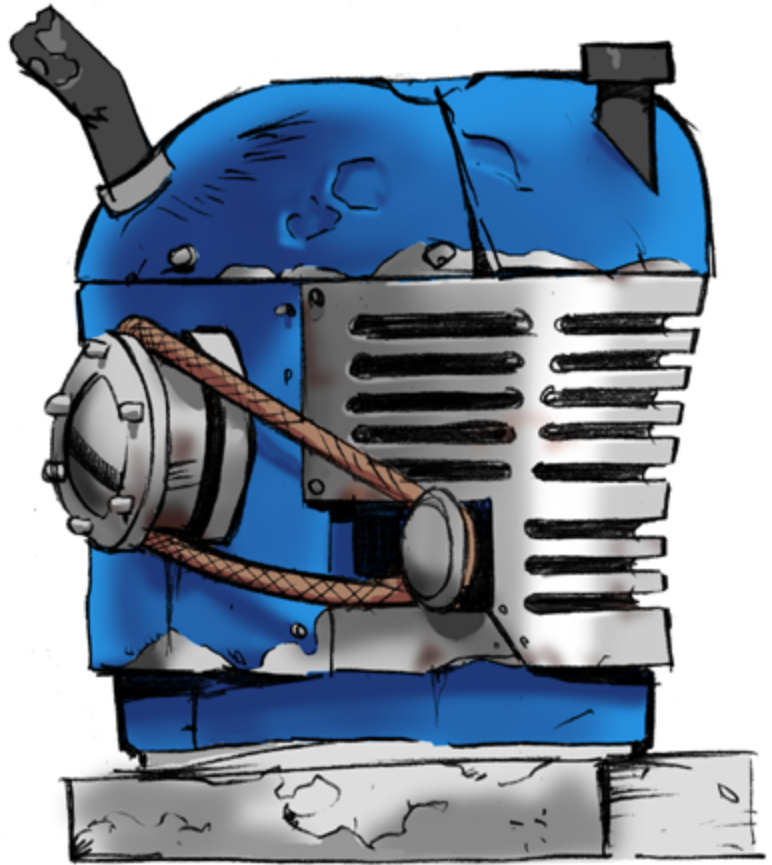
Sawmill

For the end of the level "Snow Worries"



Generator

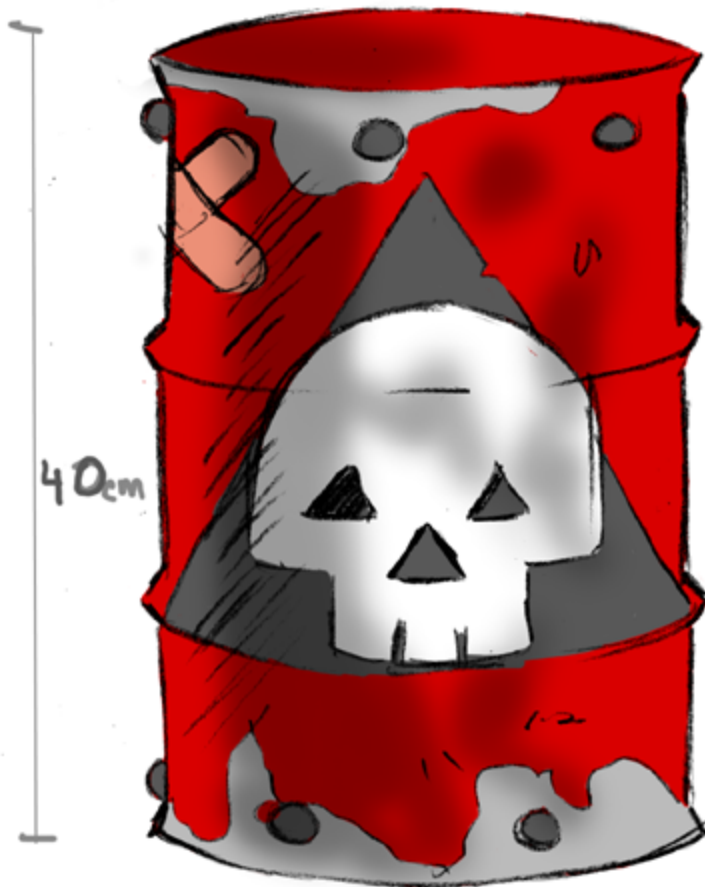
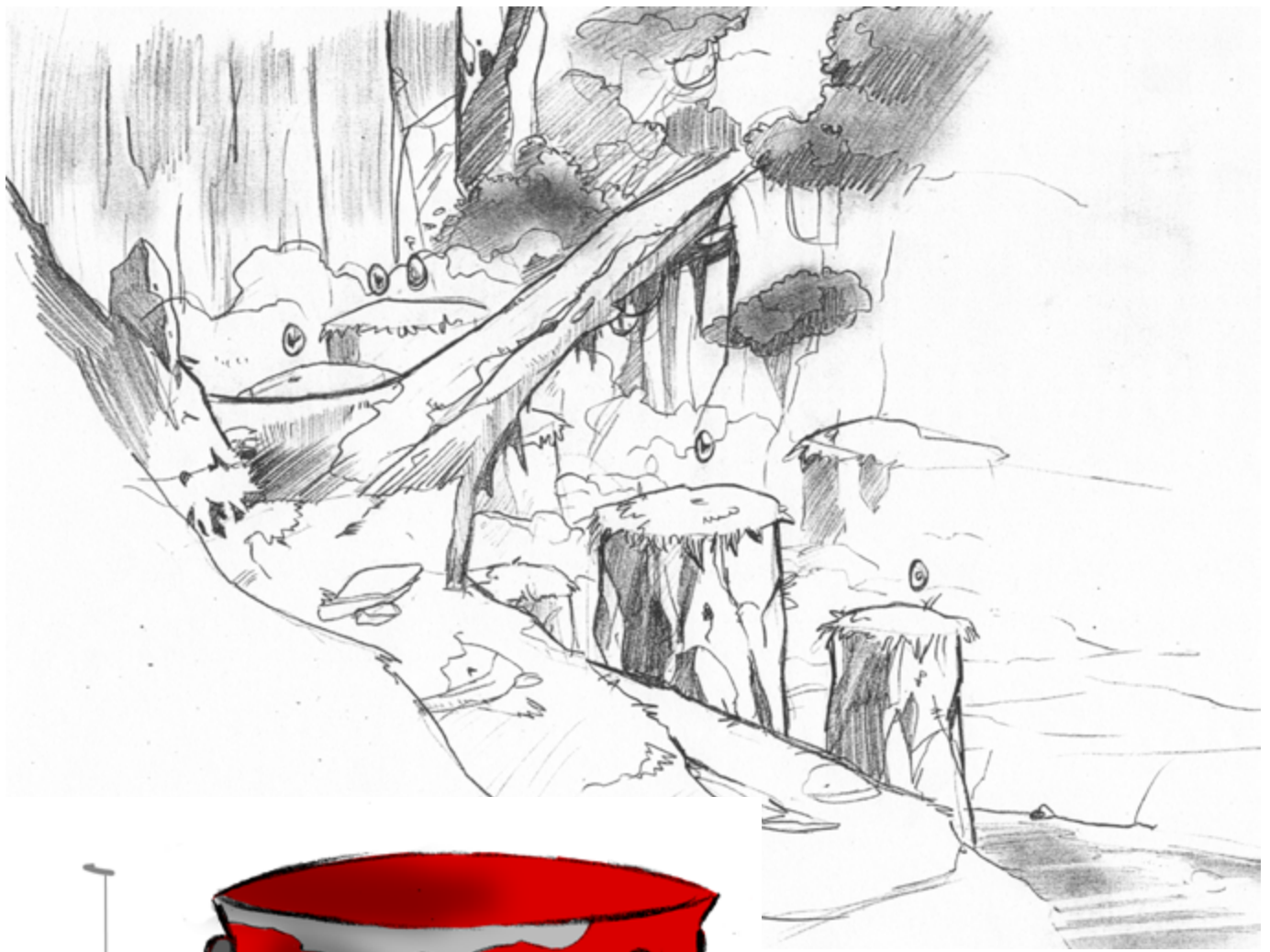
These were designed to appear in a fourth hub of levels that focused on using the Zappy Rang. Only one ended up in the final game to unlock the final gate. So after that it became a running gag in the games that we only every used one of them.



Big Red Button

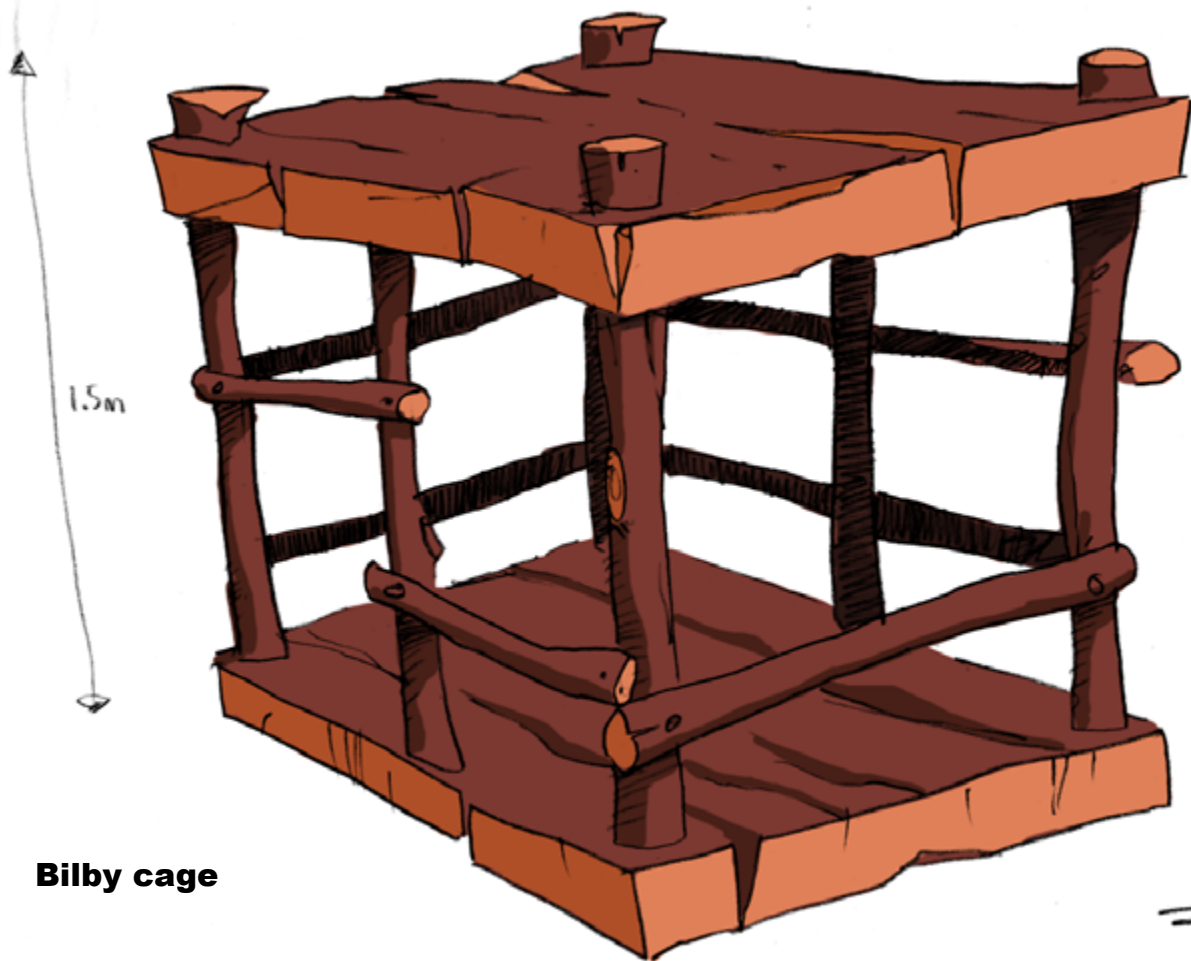
A simple design meant to be visually obvious and really east to hit with a rang.

Also comes in Big Blue Button varieties.

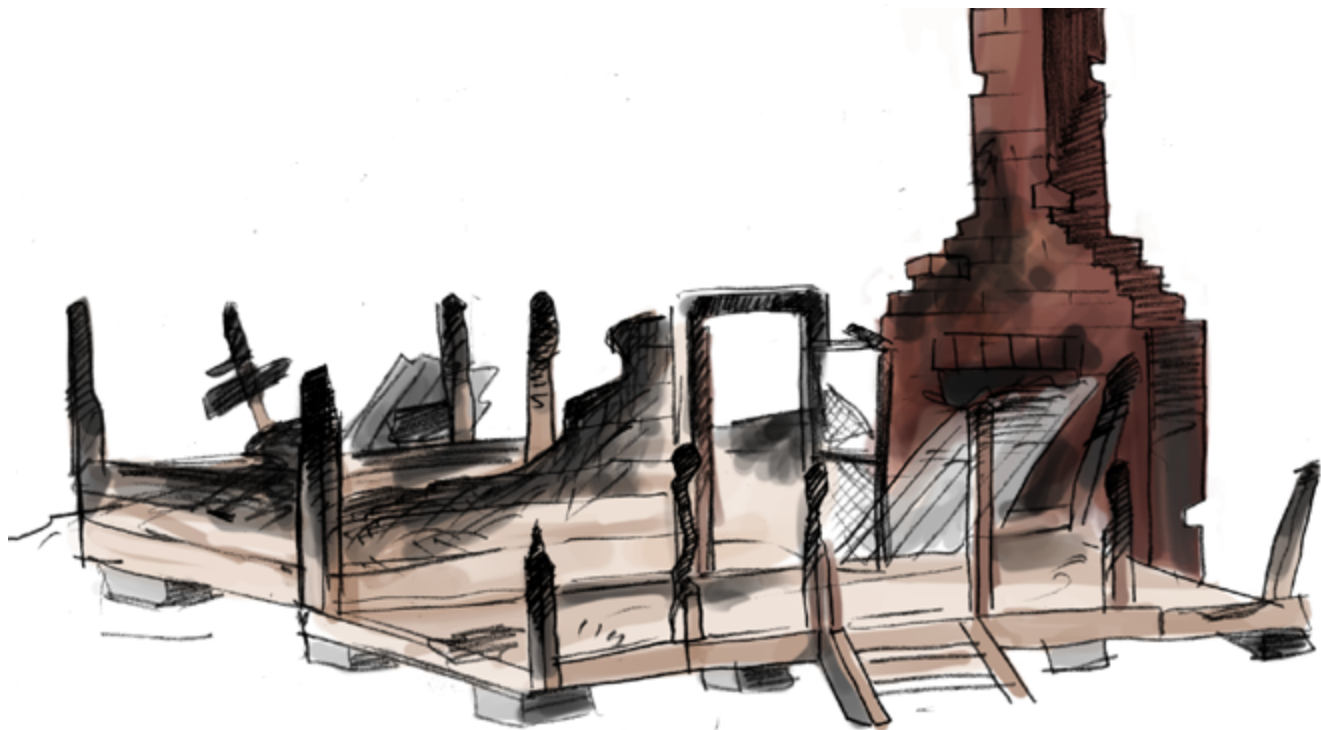


Explosive drums

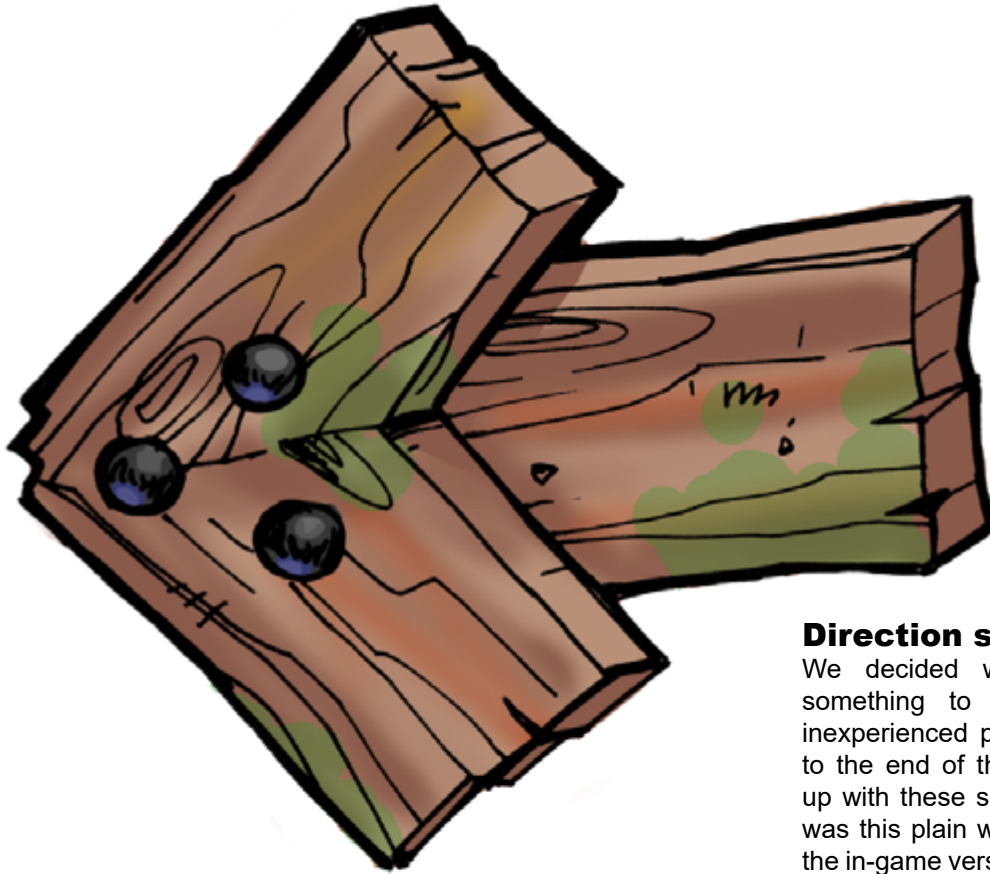
Only used with the Frills on boats in the "Rex Marks the Spot" level.



Bilby cage



Burnt-out homestead

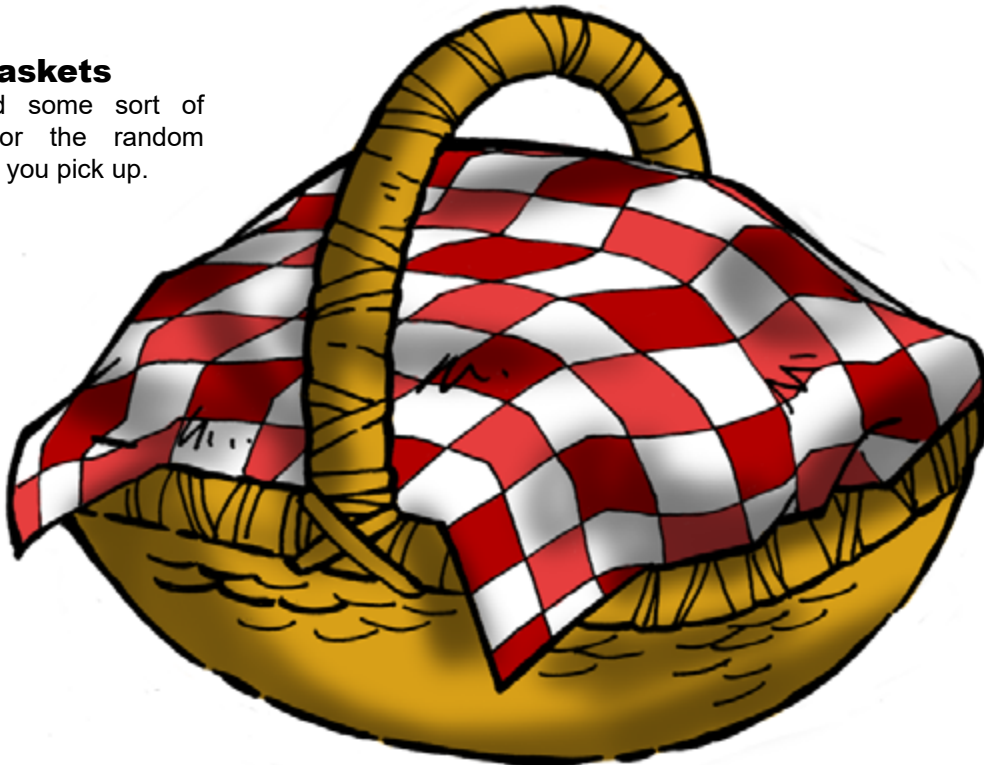


Direction signs

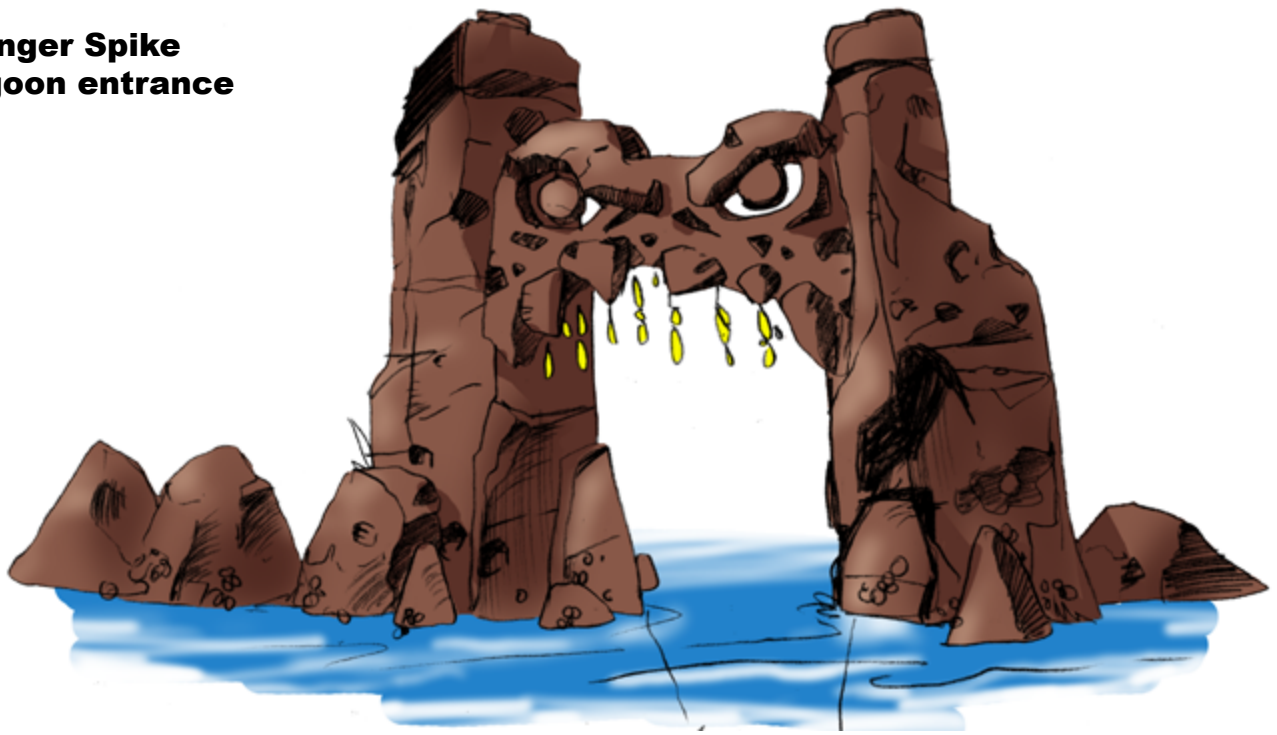
We decided we needed to add something to the levels to help inexperienced players find their way to the end of the level so we came up with these signs. The first design was this plain wood but we changed the in-game version to bright yellow to make them more visible.

Picnic baskets

We needed some sort of container for the random bonus items you pick up.

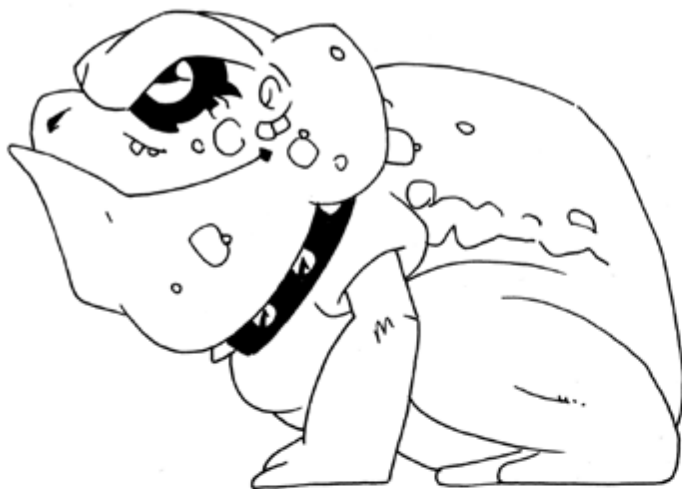


**Danger Spike
lagoon entrance**



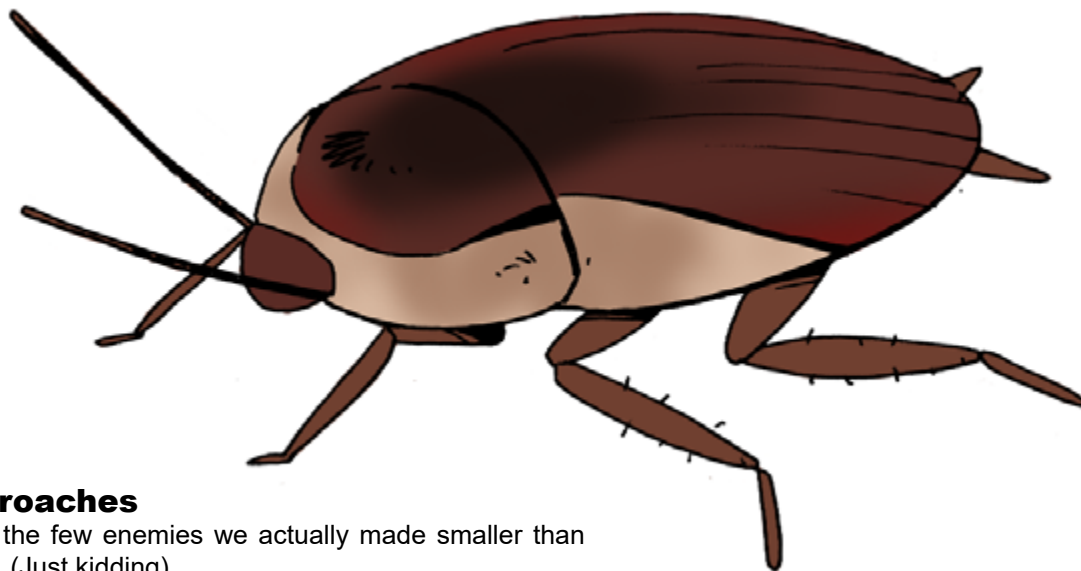
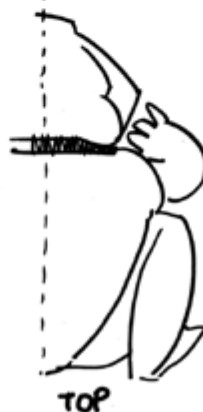
Time Attack finish line





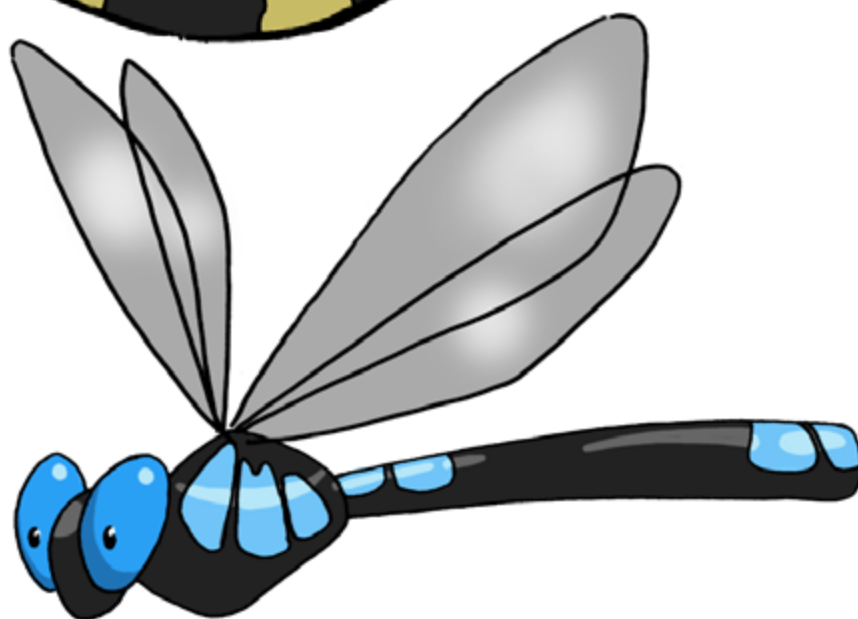
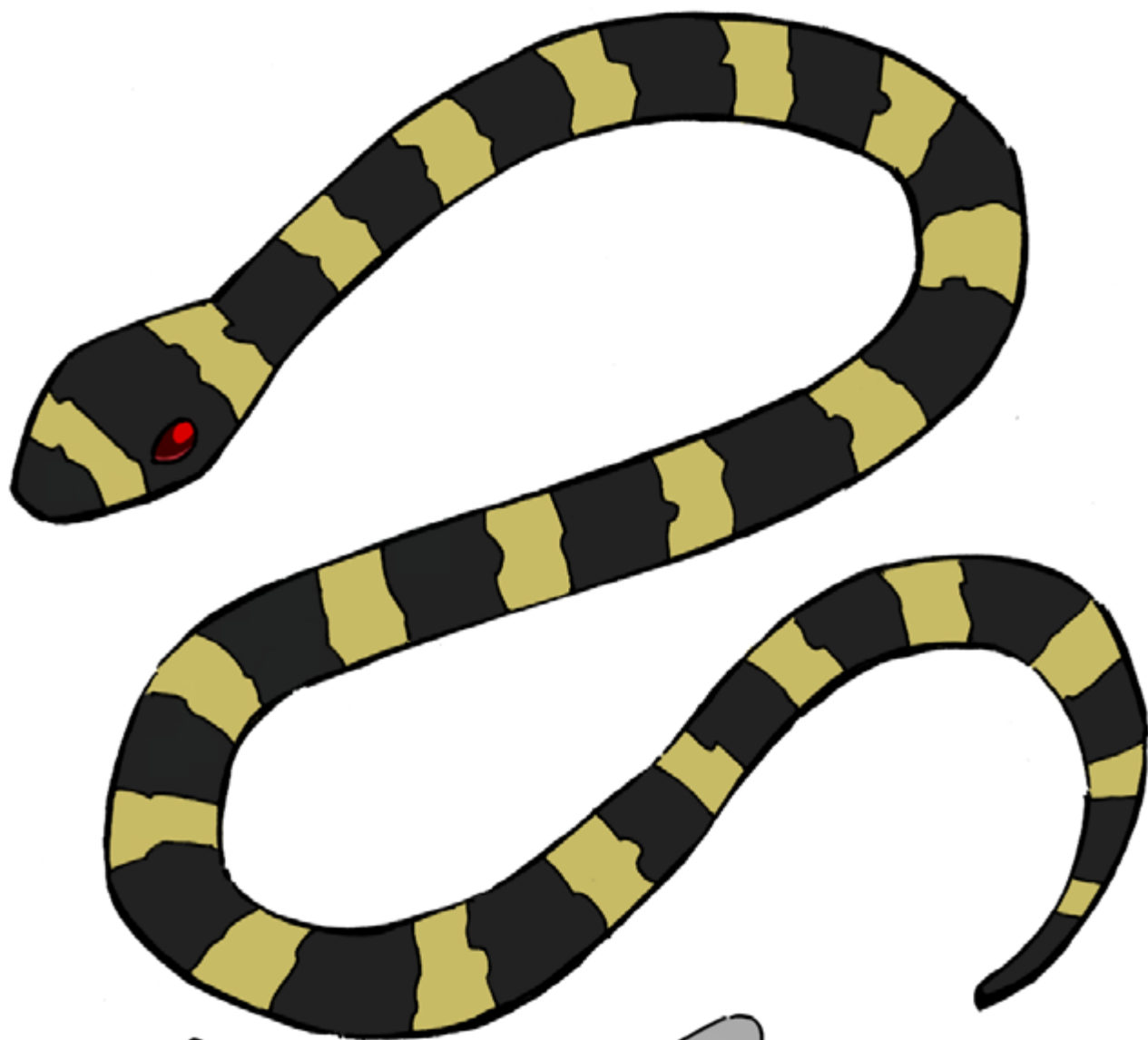
Cane toads

Were originally going to be used by Frills as hound dogs but never got that far and never made it into TY 1. They did show up in TY 2.

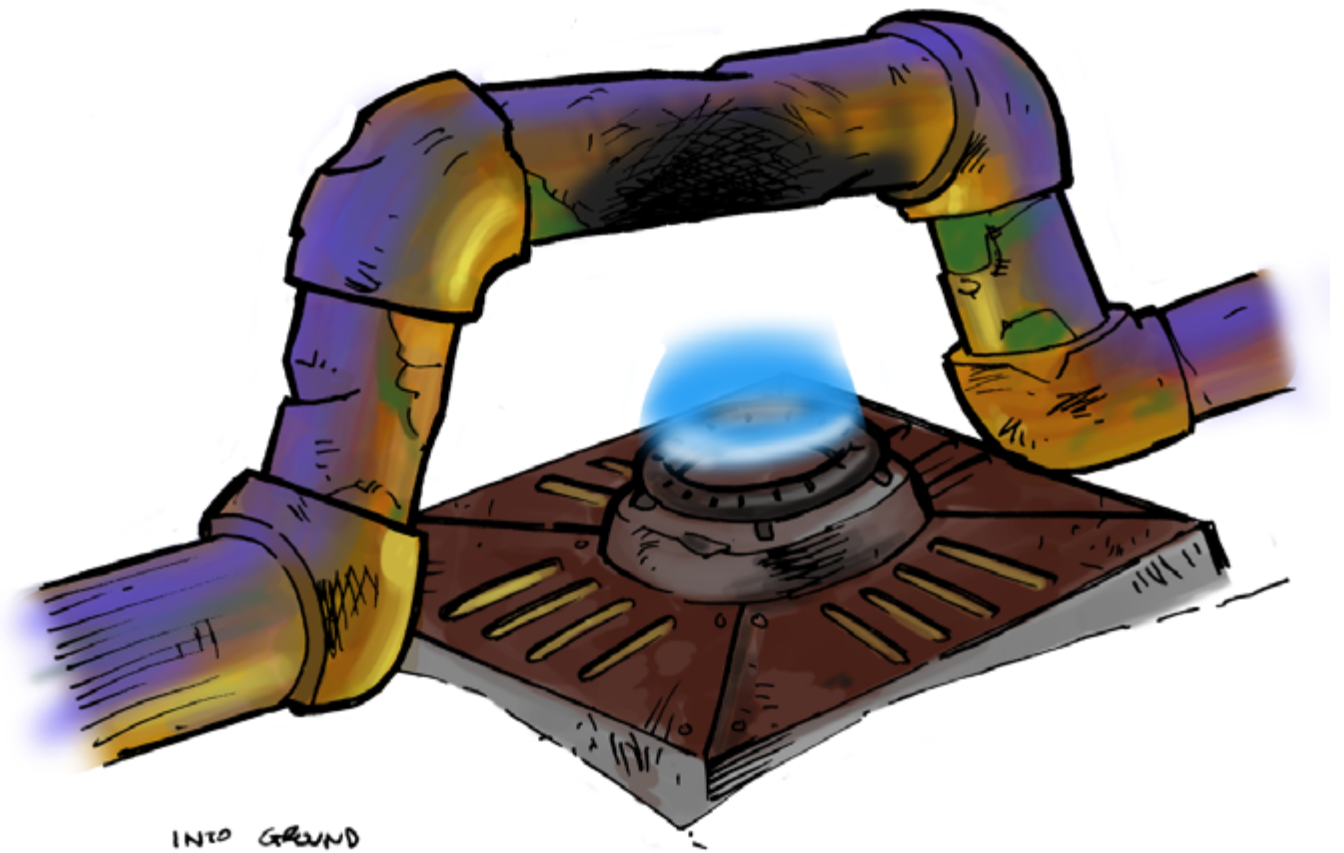


Cockroaches

One of the few enemies we actually made smaller than real life. (Just kidding)



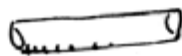
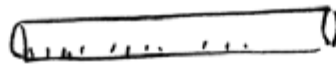
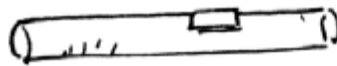
DRAGONFLY



INTO GROUND

2" STRAIGHT

TURN

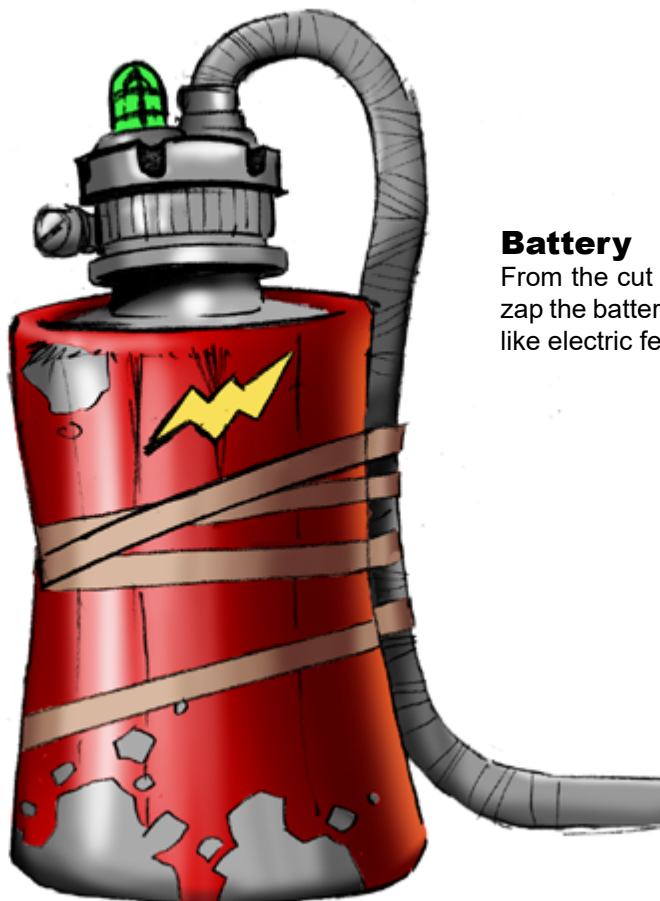


$\frac{1}{2}$ SIZE



Gas burner

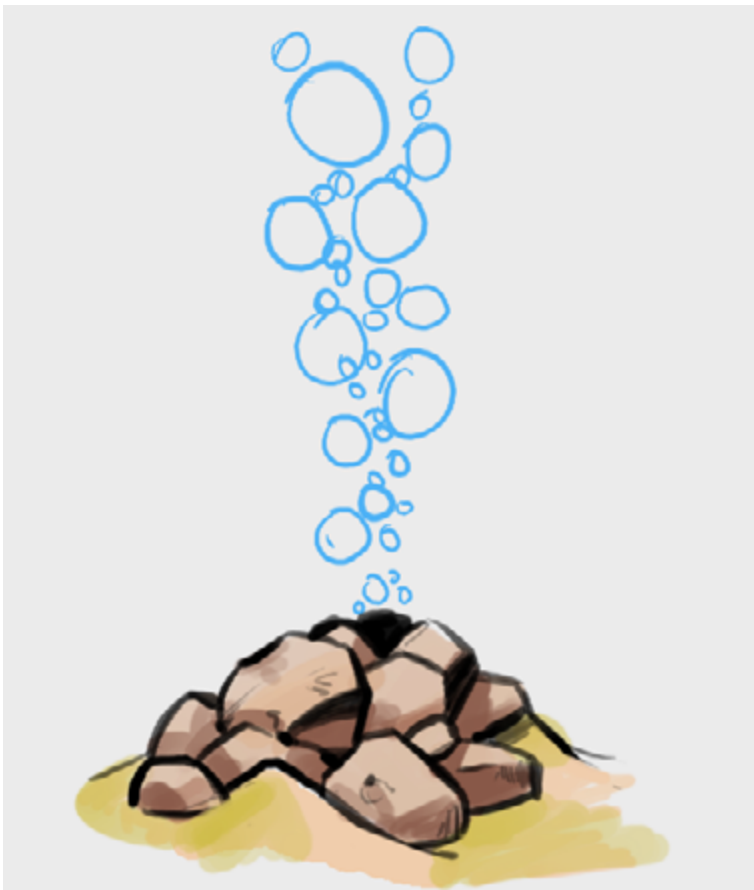
Danger sign



Battery

From the cut Zappy Rang centric levels. You would zap the battery to charge it and it would power things like electric fences to keep baddies out.

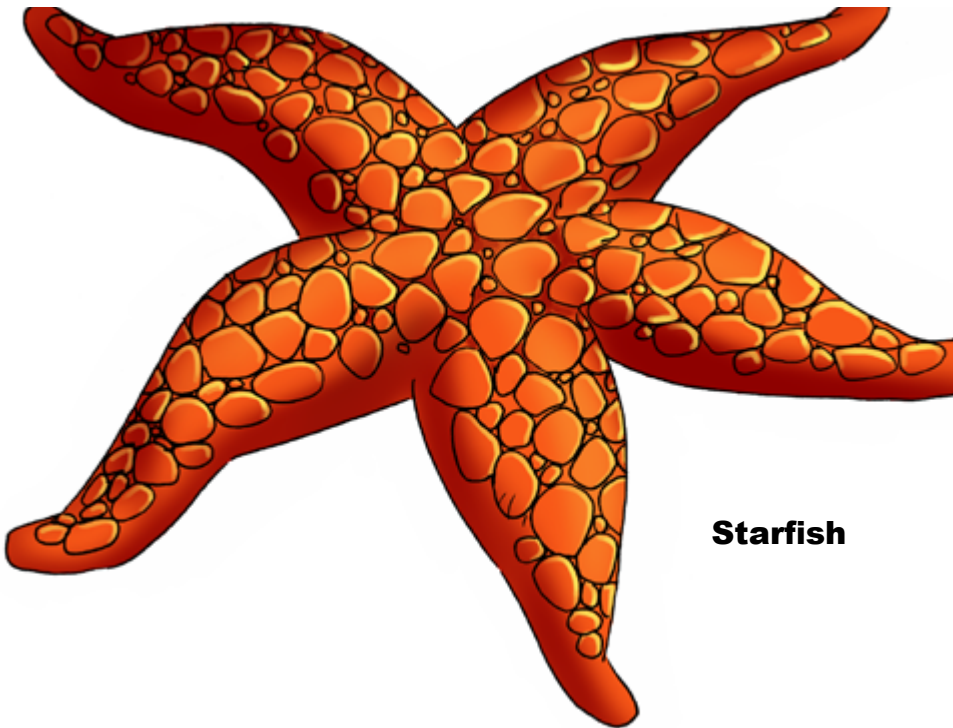
BATTERY



Air bubbler



Dust Devil

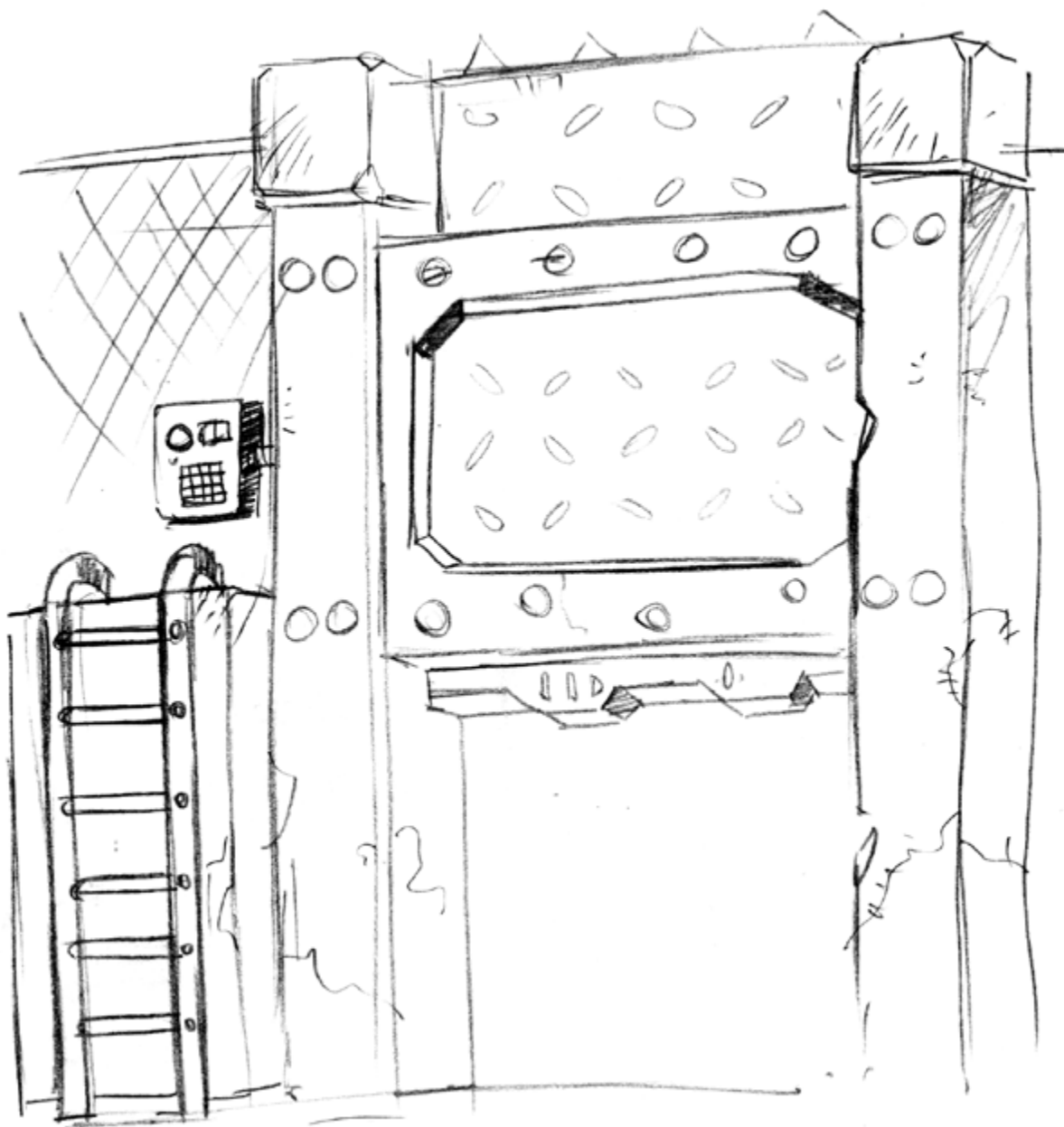


Starfish

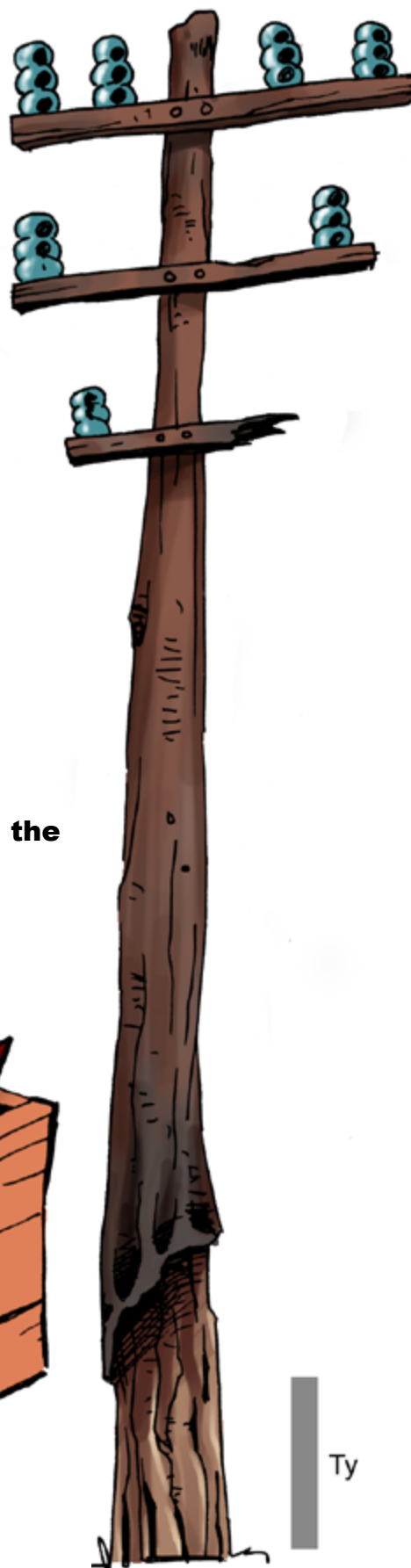
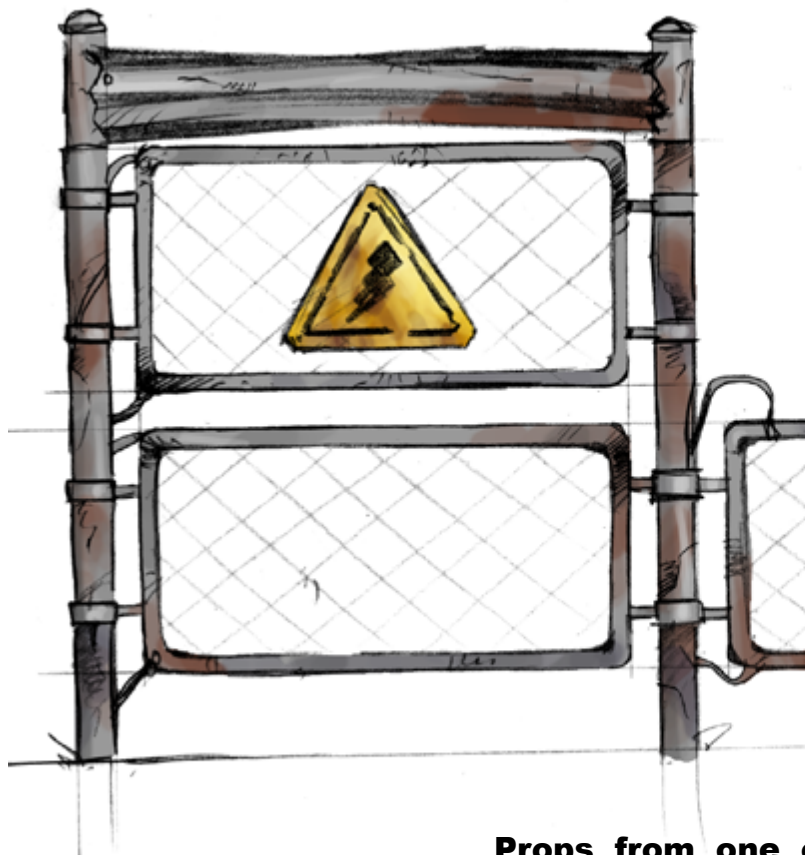


B
S

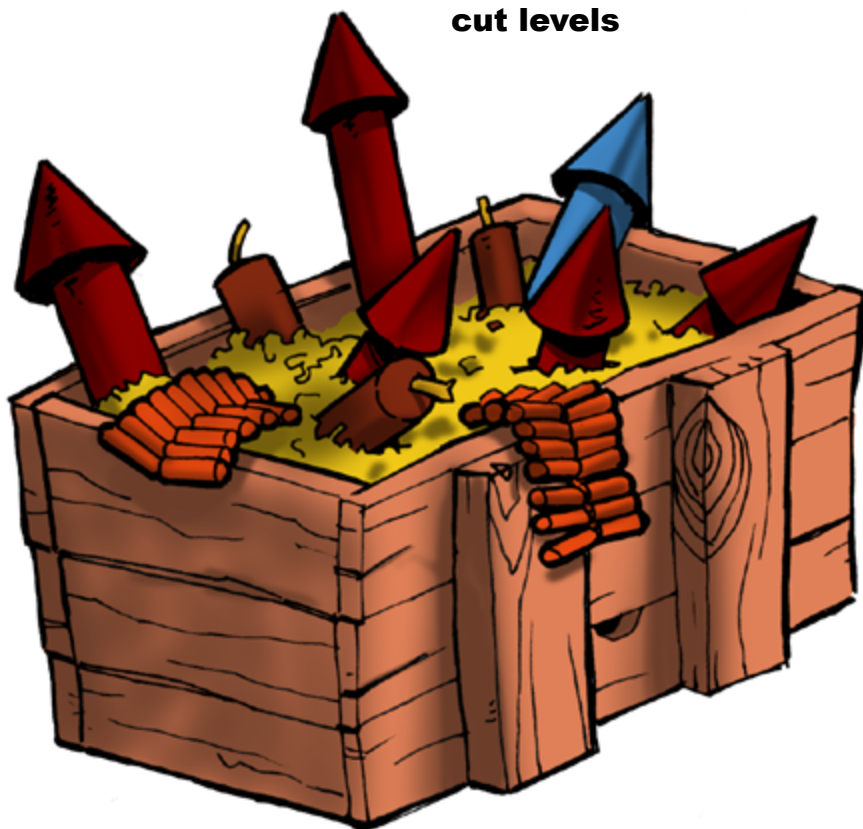
Gate entrance to Bli-Bli Station



Unused gate

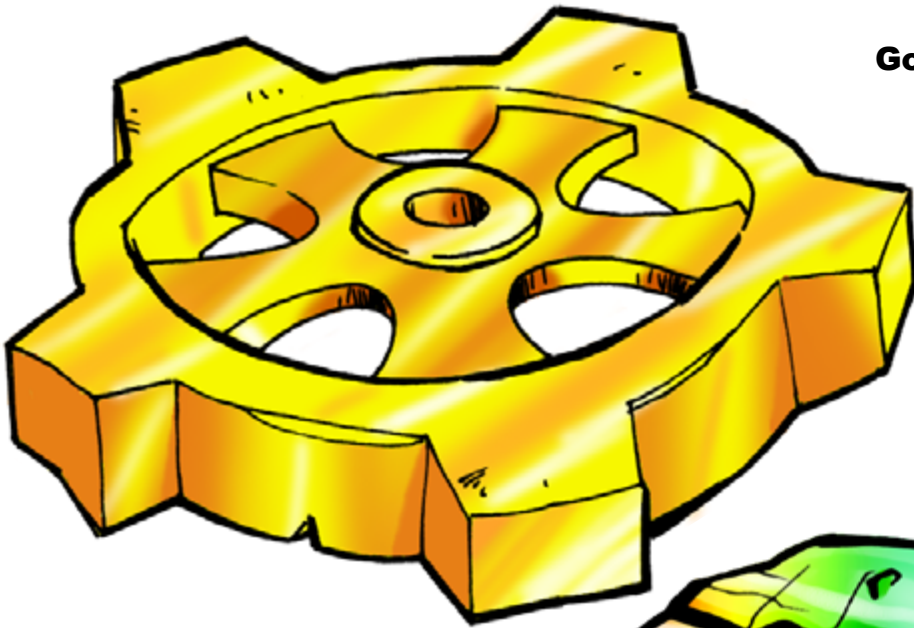


Props from one of the cut levels

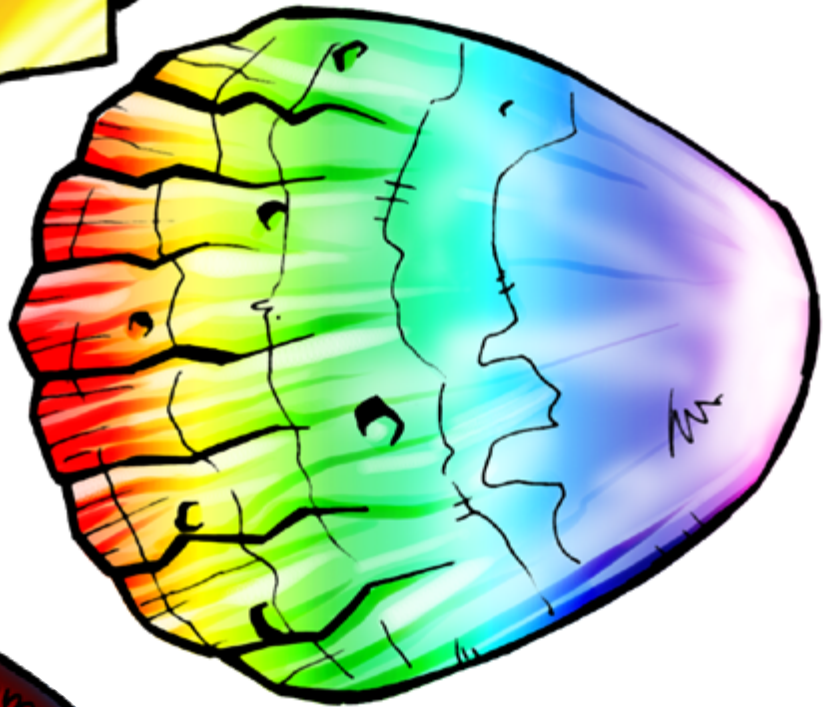


Ty

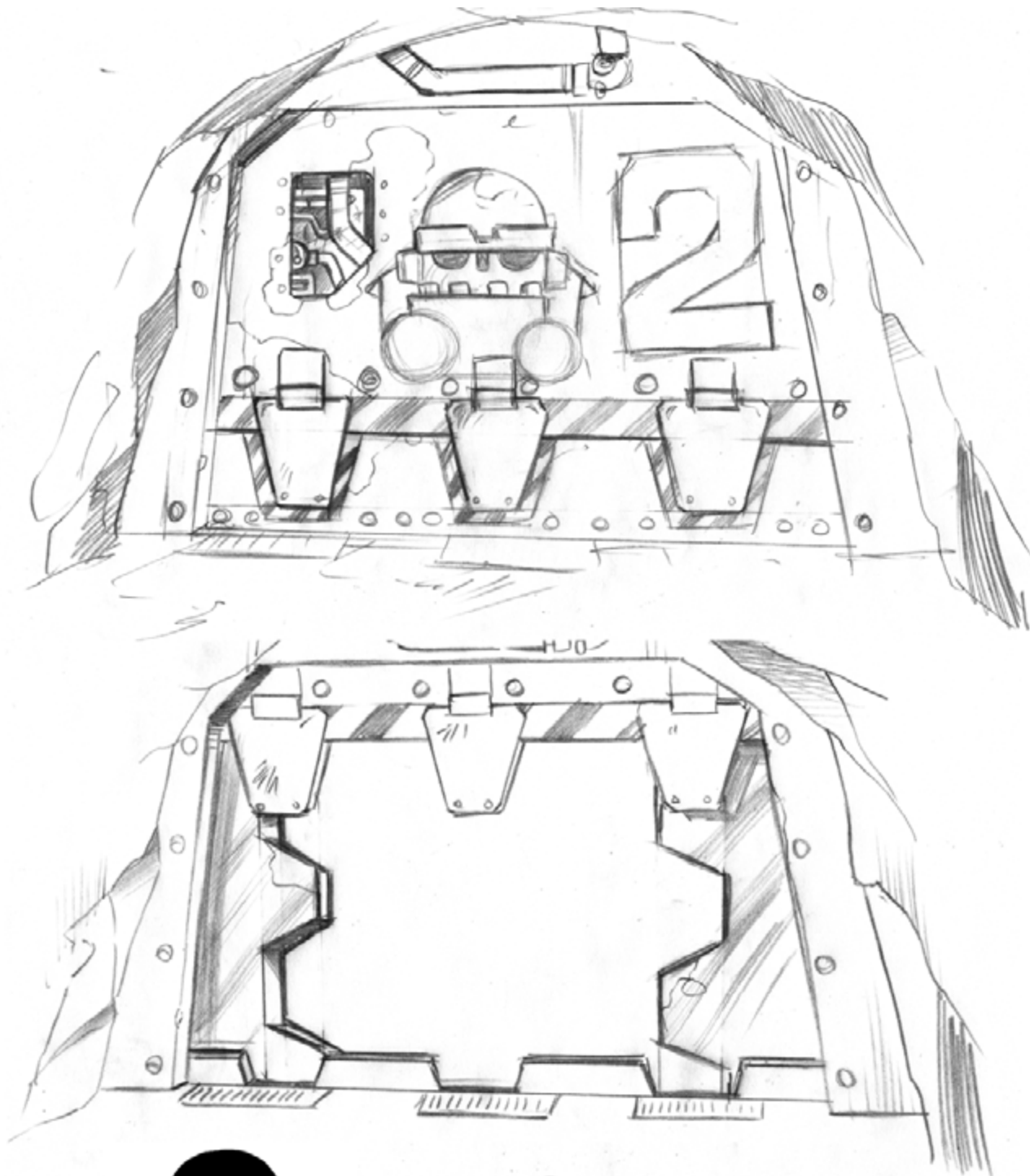
Golden Ccogs



Rainbow scales



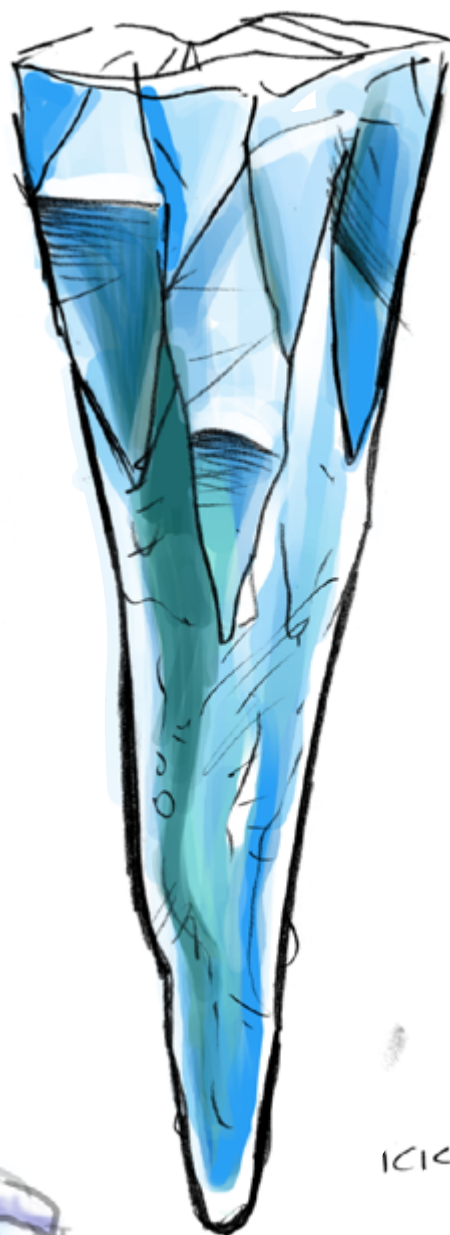
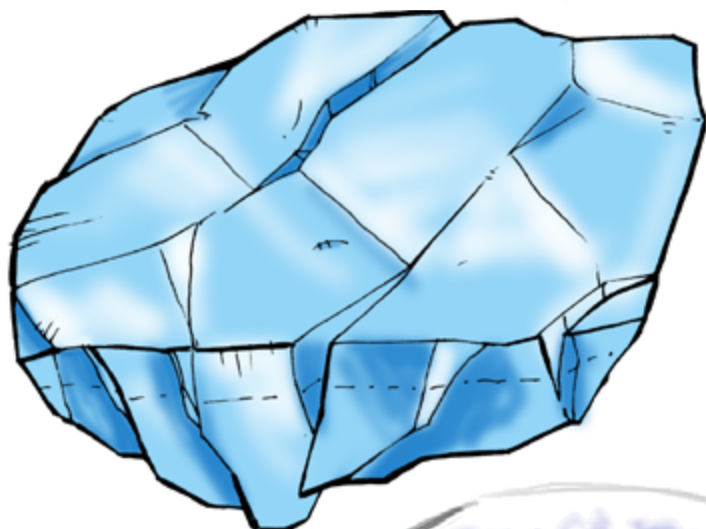
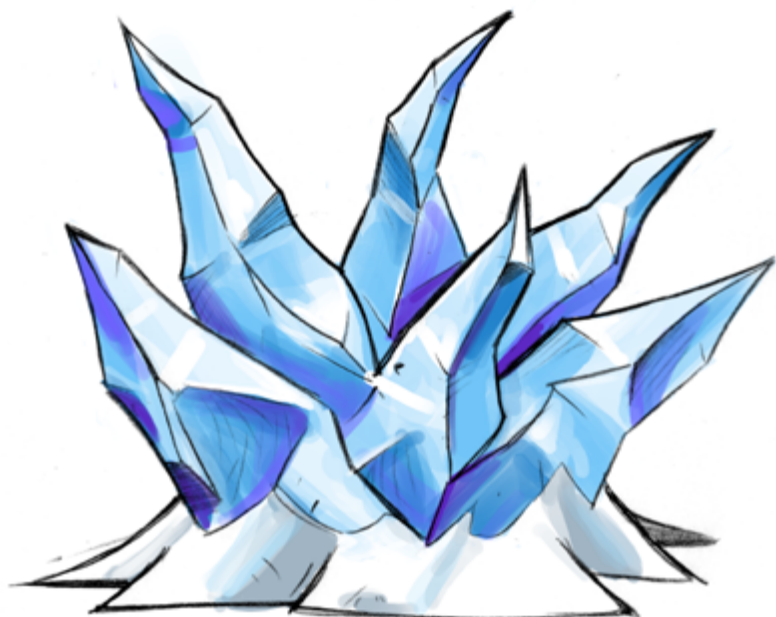
Time Attack stopwatch



FLUFFY 2
Logo.
FOR DOOR

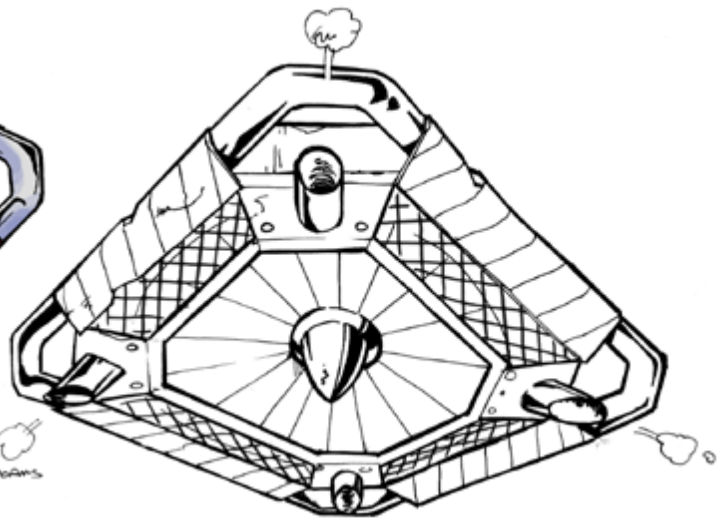
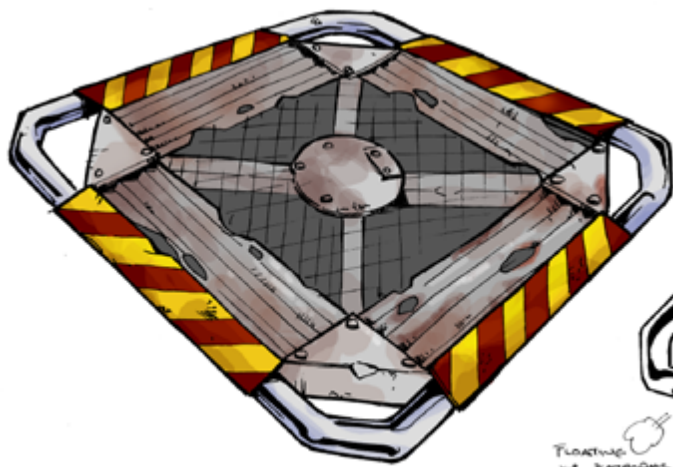


Door to Fluffy 2



ICICLE

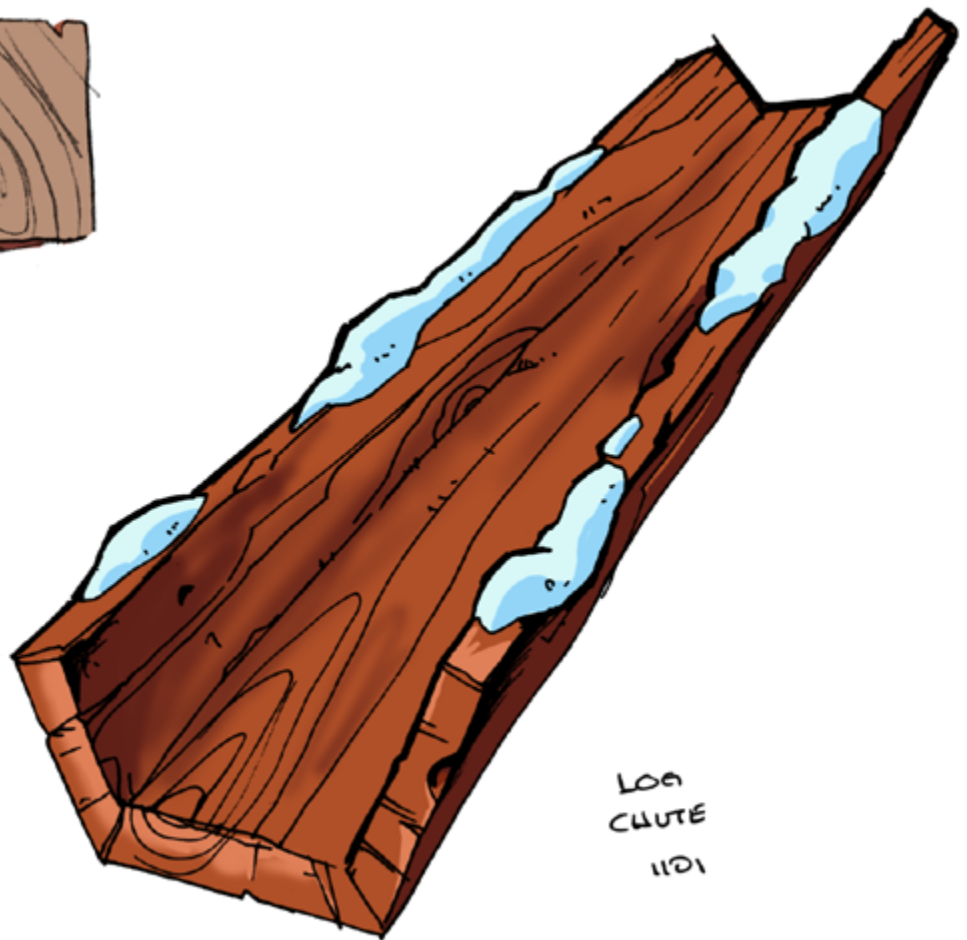
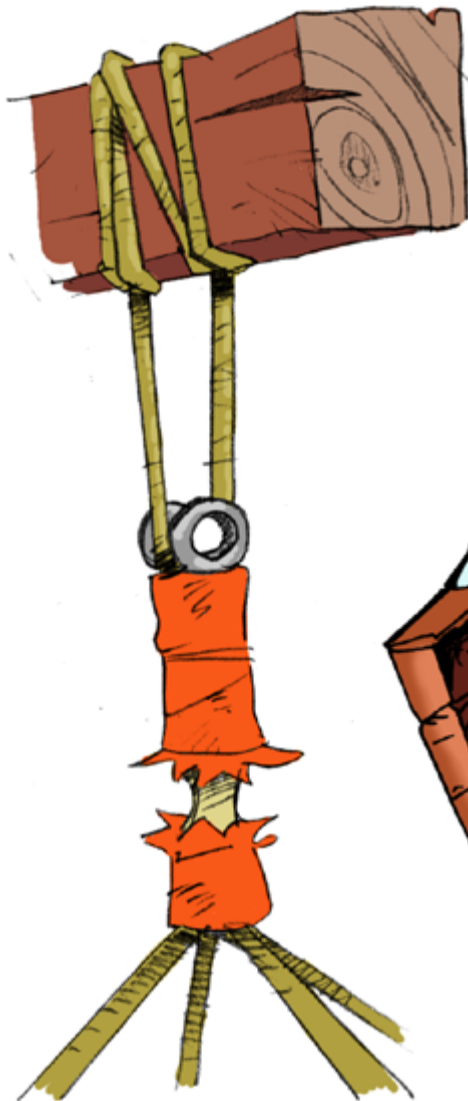
Ice, ice baby



FLOATING
AIR PLATFORMS

Floating platforms

Originally I just wanted to have bits of ground just floating in space like some old 3D game but that idea freaked too many people on the team out so I came up with these instead. Probably worked out for the best.

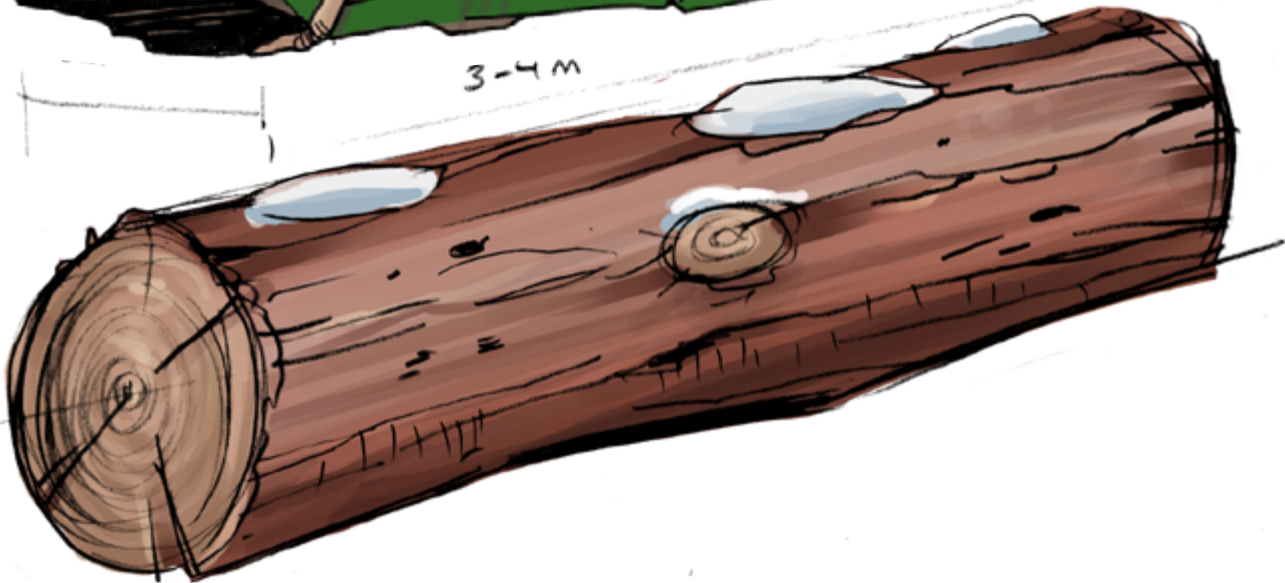


LOG
CLUTE
1101

Bin-Chicken Ibis

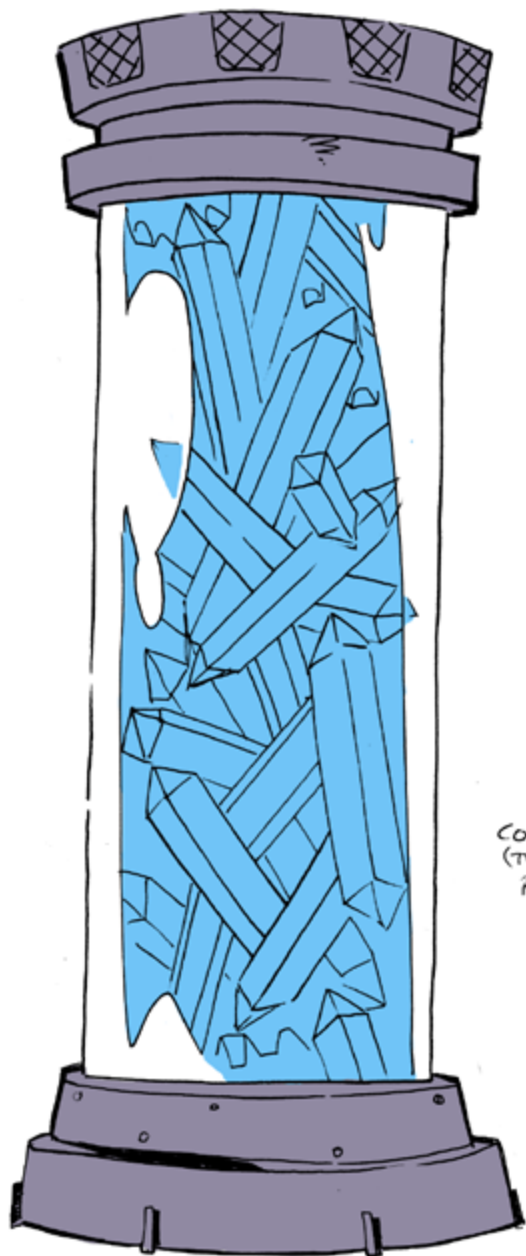


3-4 m



Piston platforms

One of the earliest gameplay mechanics was this platform that raises and lowers. Like a lot of early stuff it only makes a few appearances in the final game.



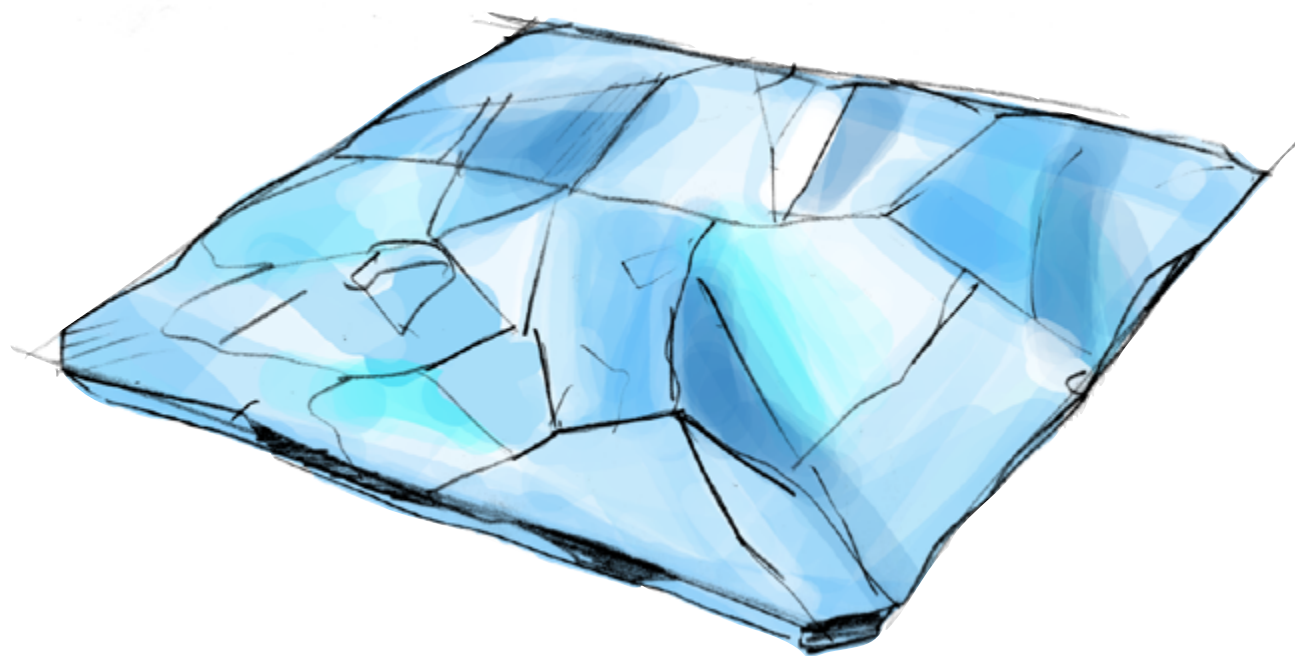
COOL
(THERM)
RO

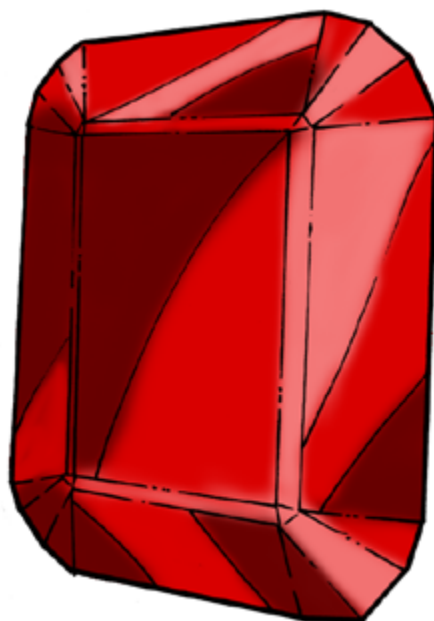
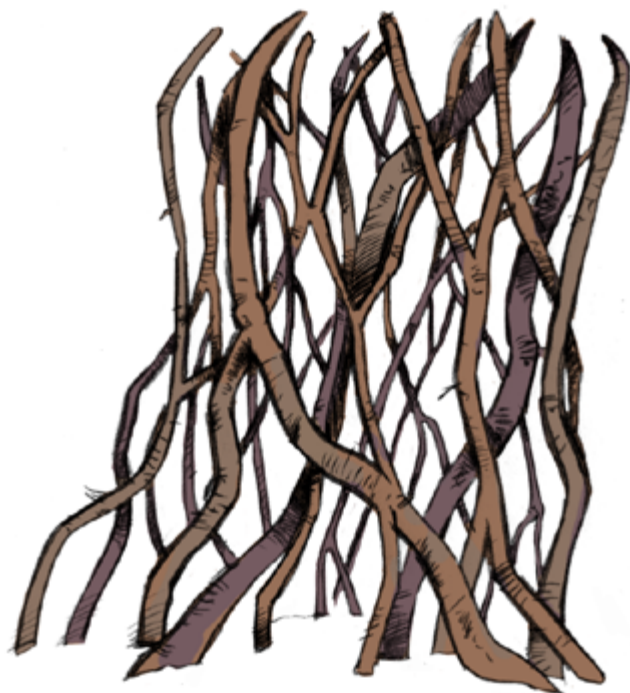
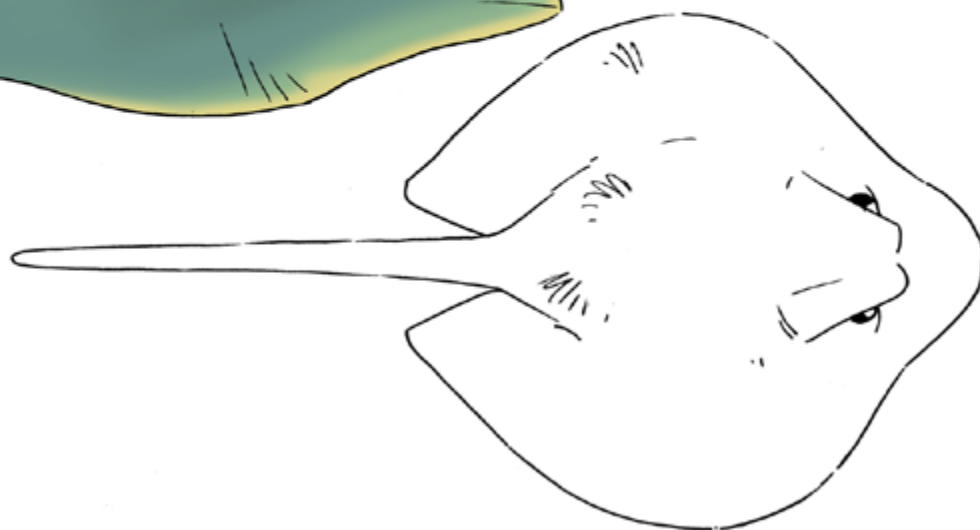
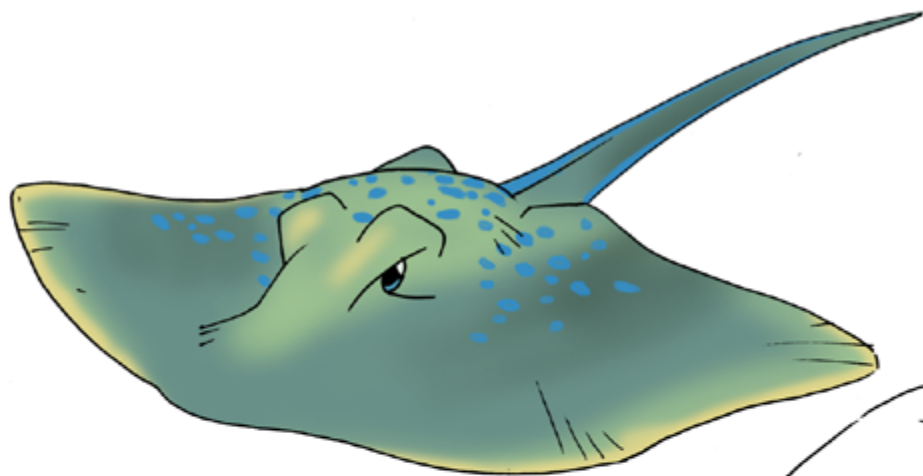
Coolant tubes

Used to cool Neo-Fluffy. I ended up reusing the imagery of ice crystals in a tube as my shorthand for coolant things in later games. You can see them on the back of the thermo bunyip.

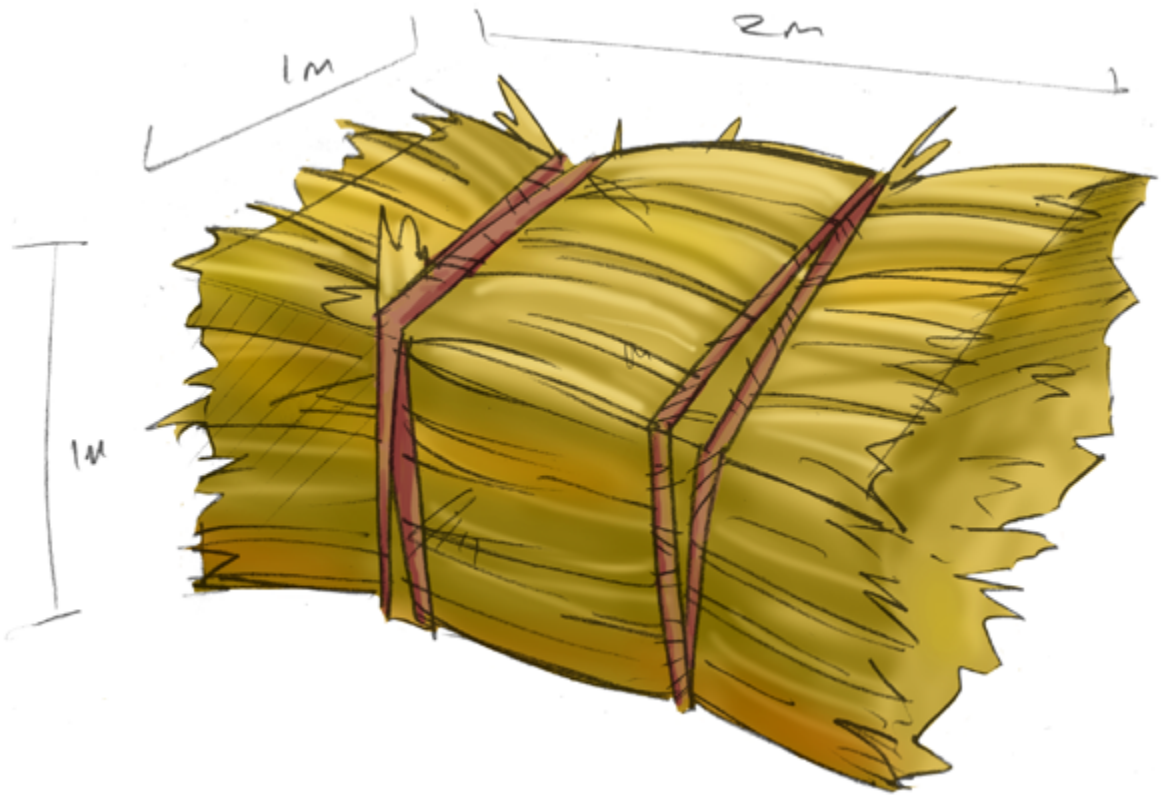


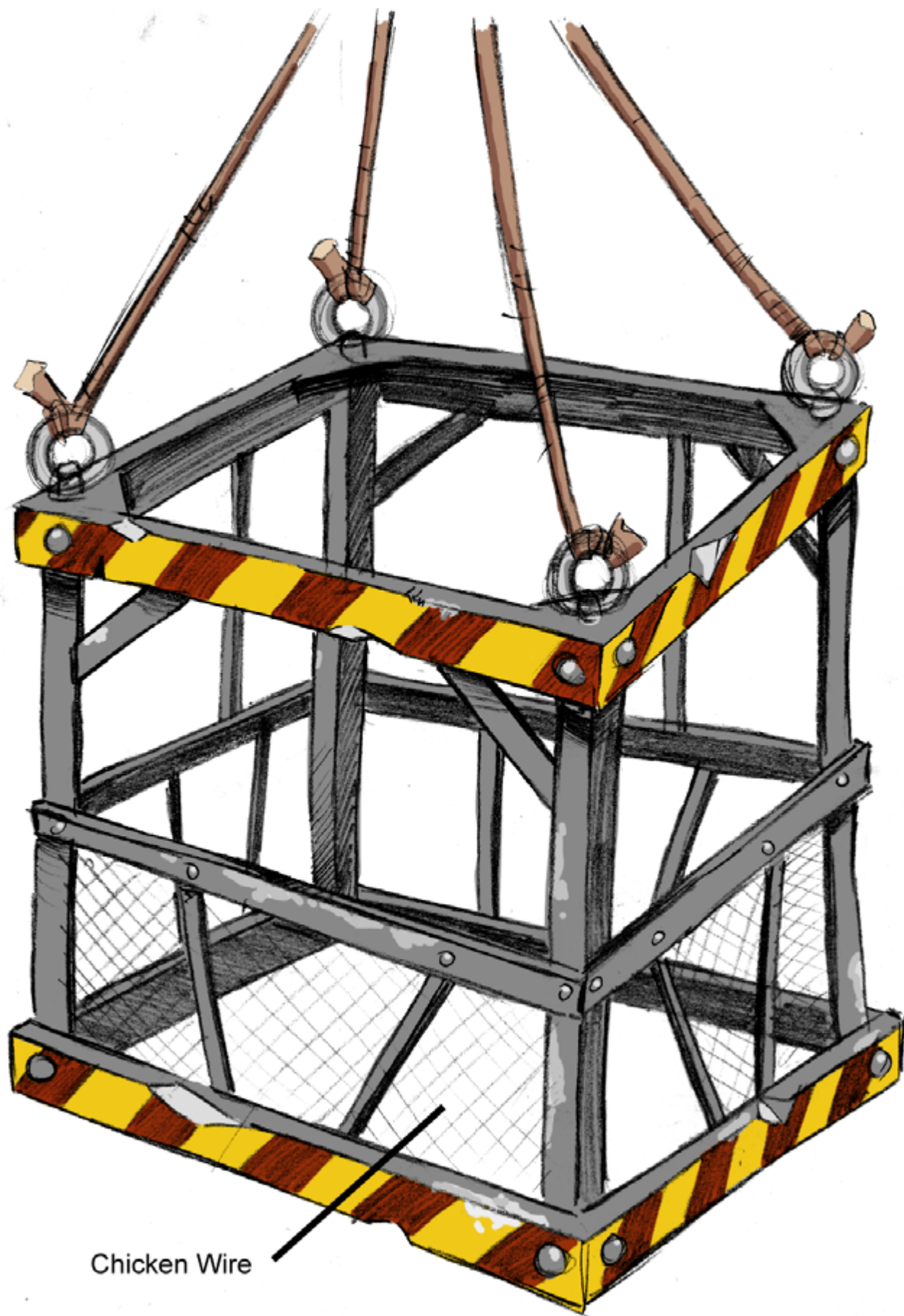
Piston



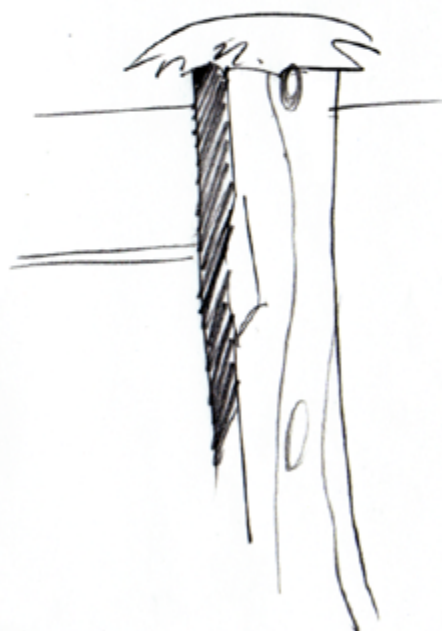
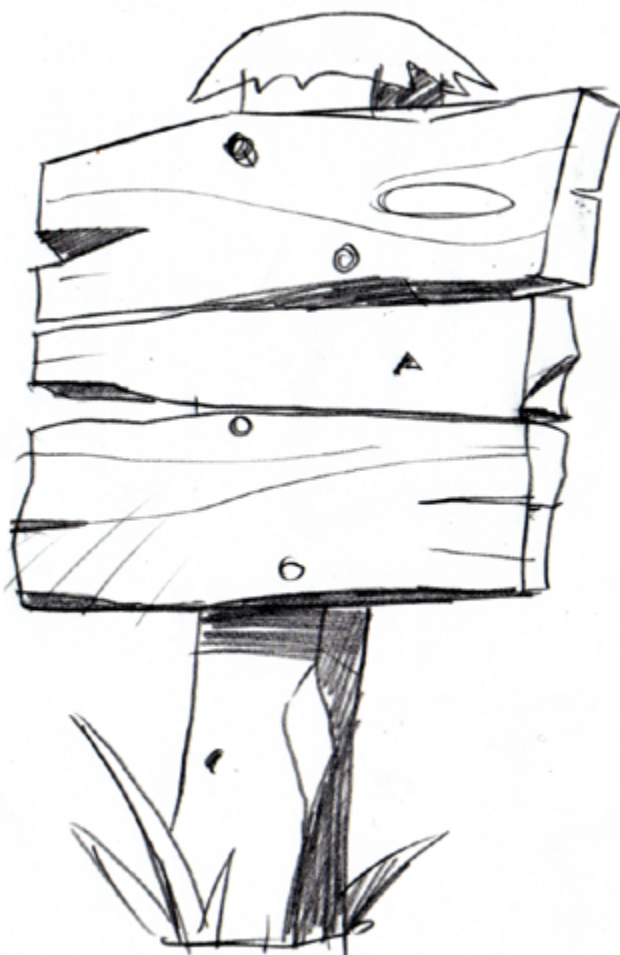


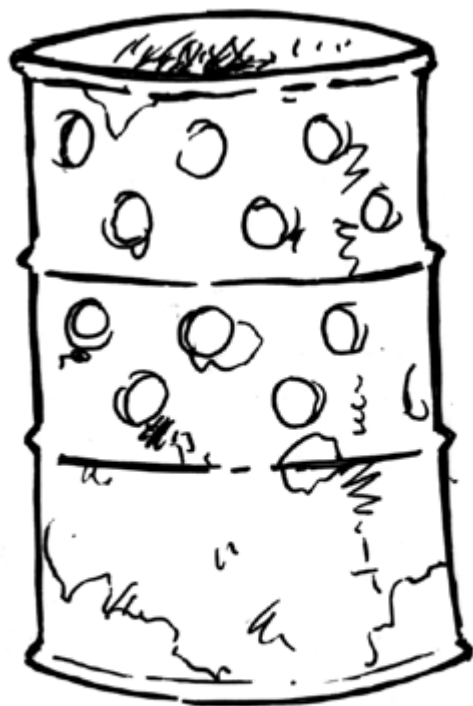
WHEES 300 P.



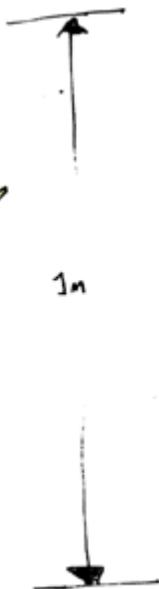


Chicken Wire

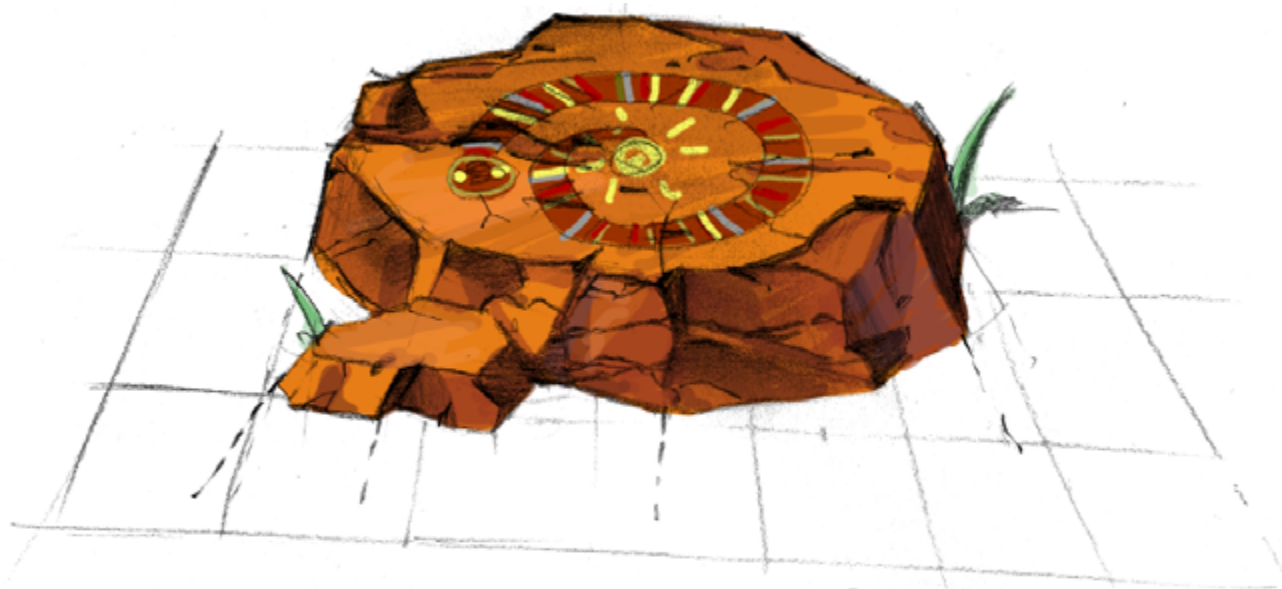




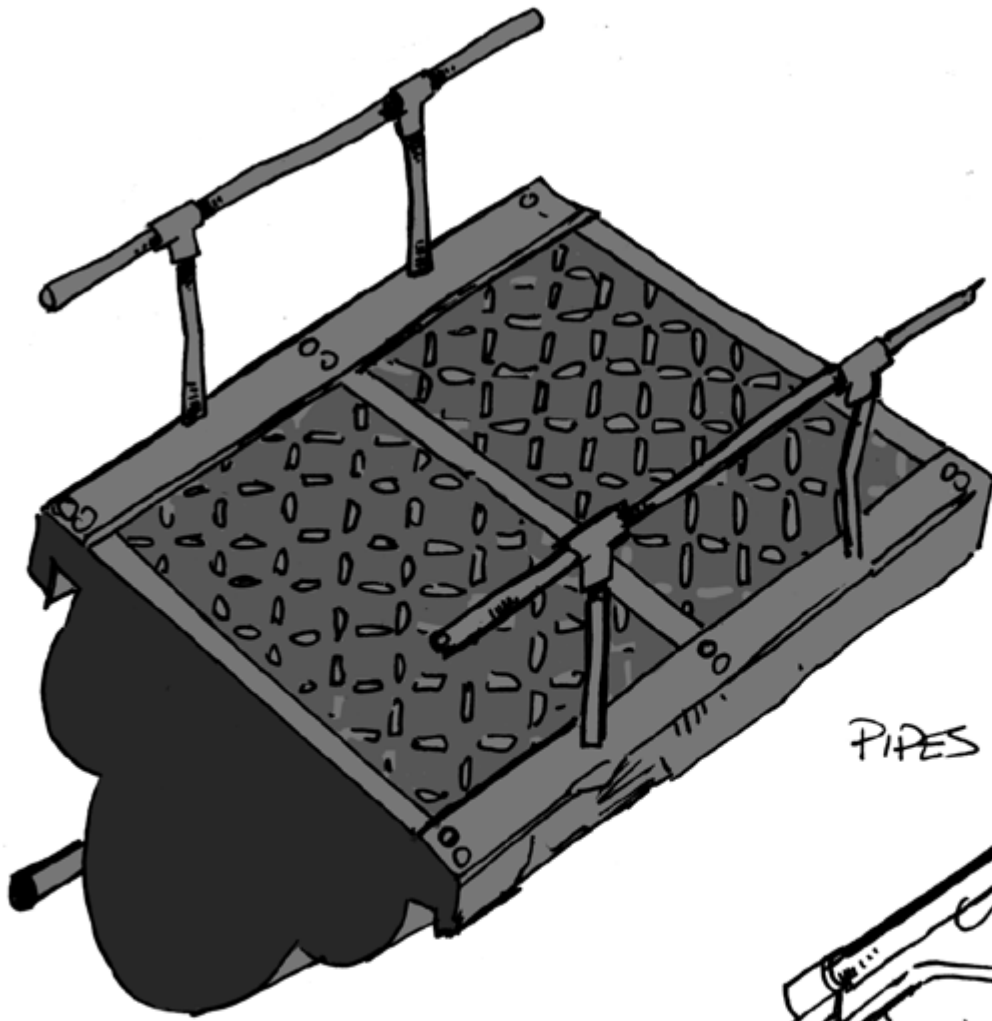
UNIT FLAMING DRUM
1001



1m



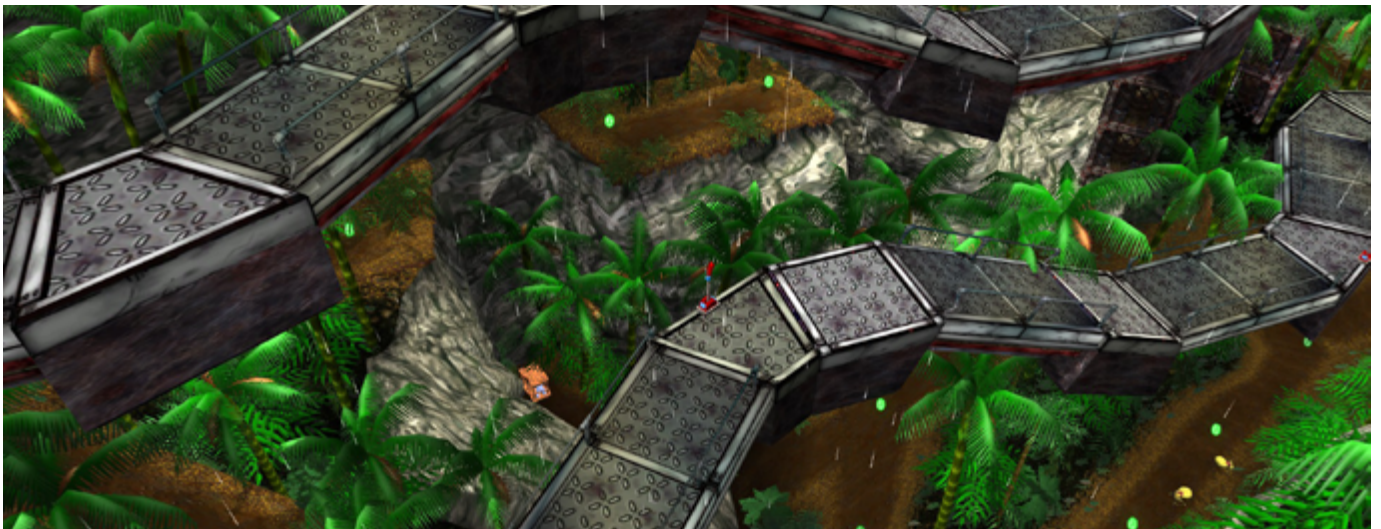
RAINBOW SERPENT
START POINT



PIPES



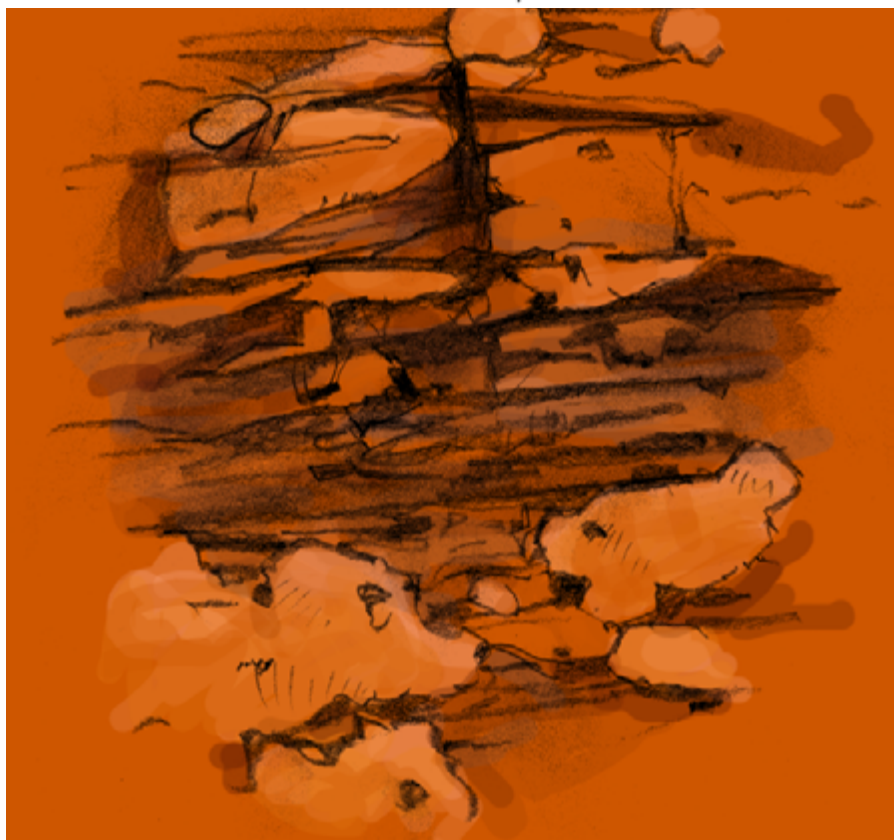
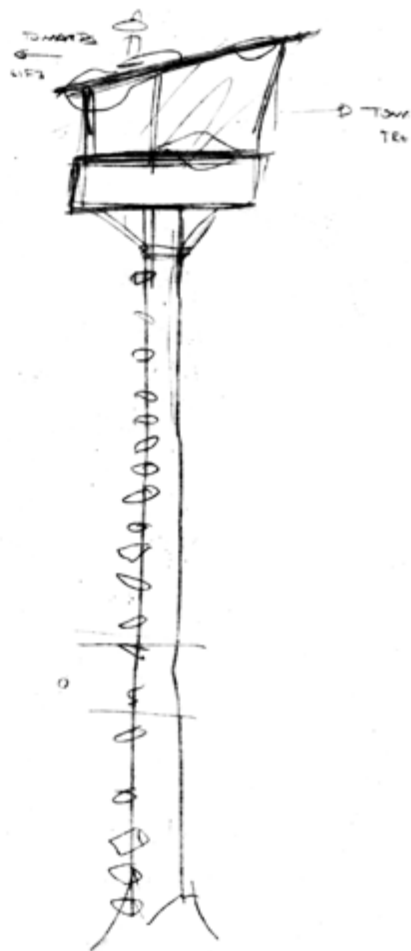
0102





3.5m



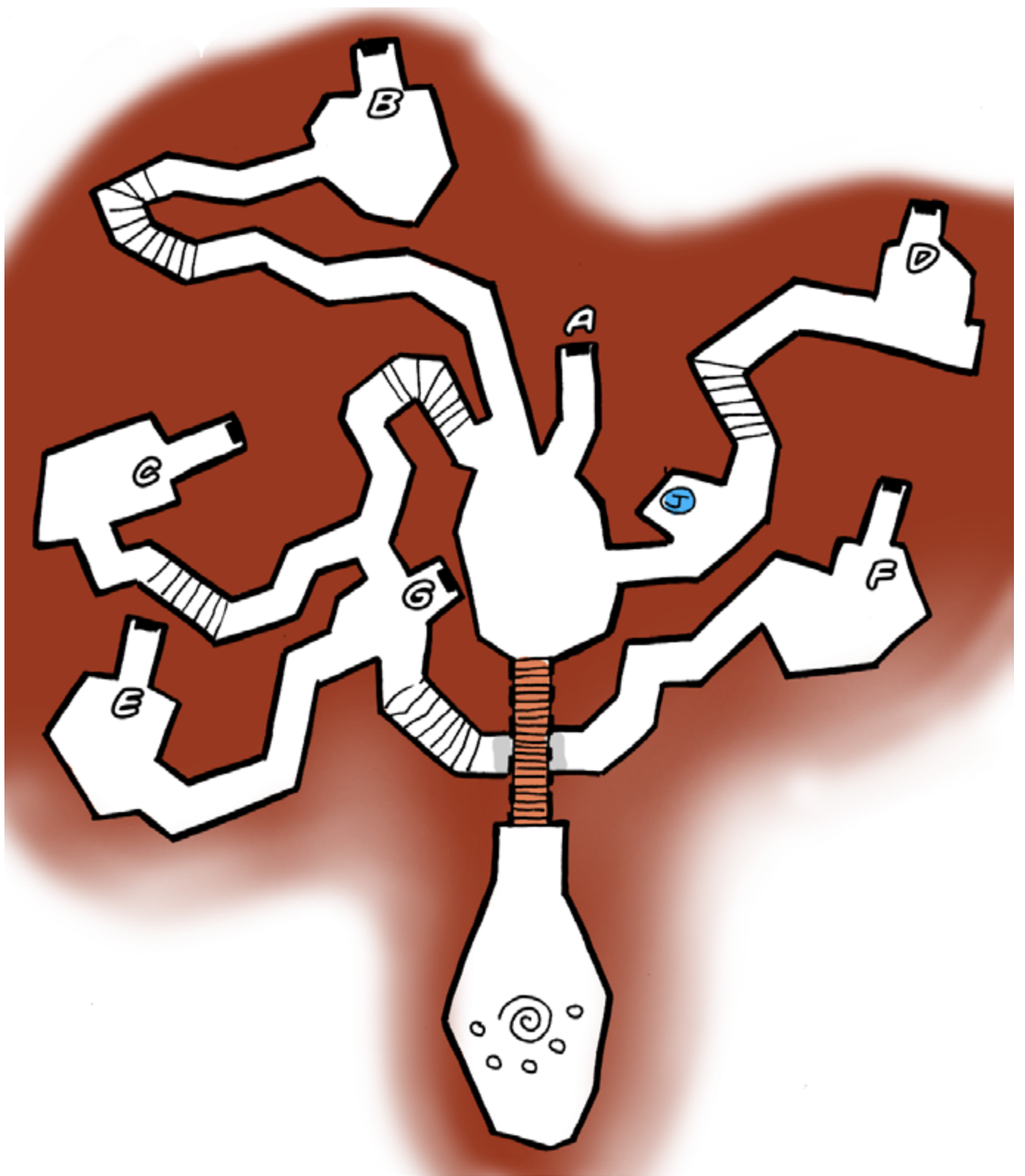




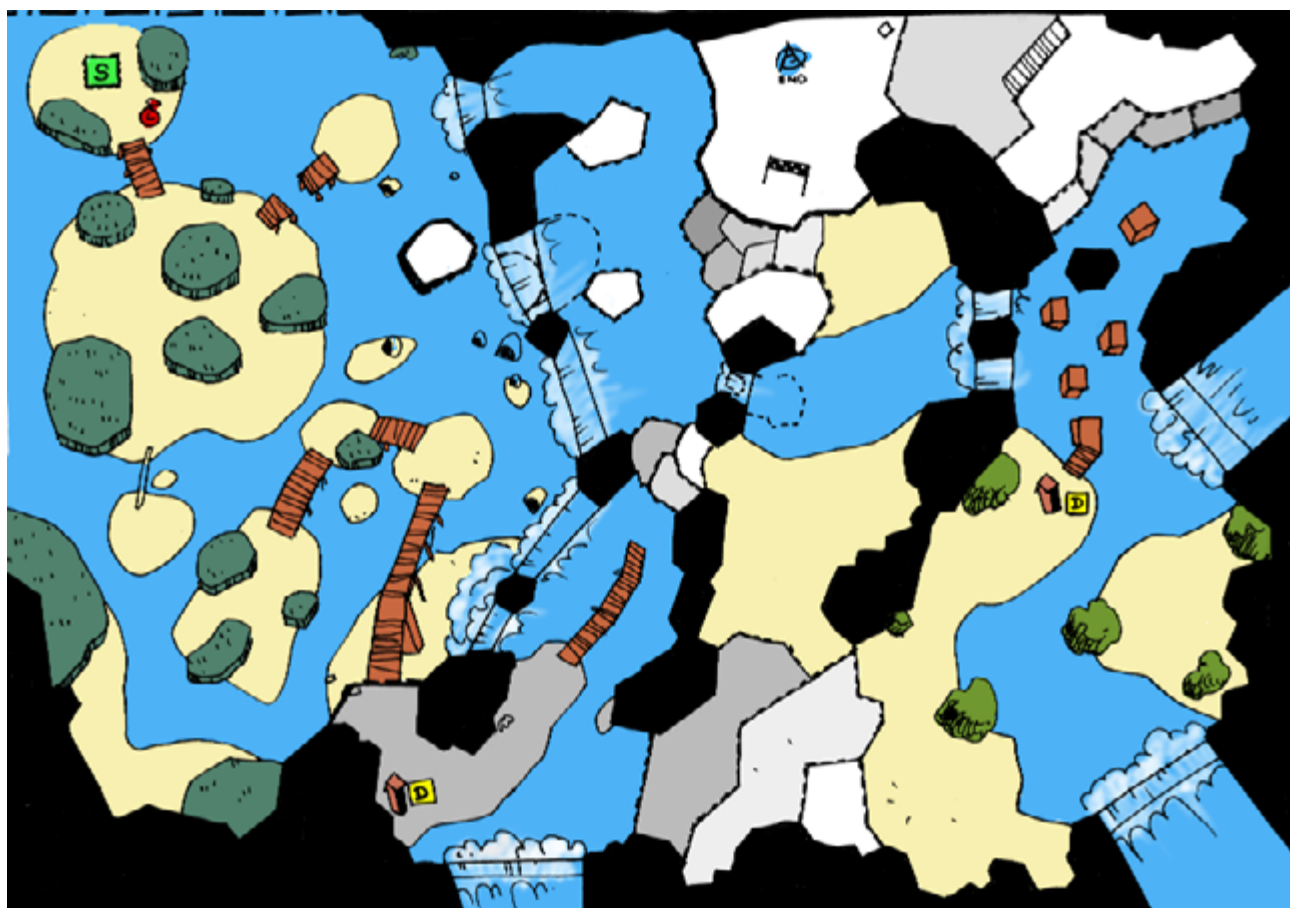
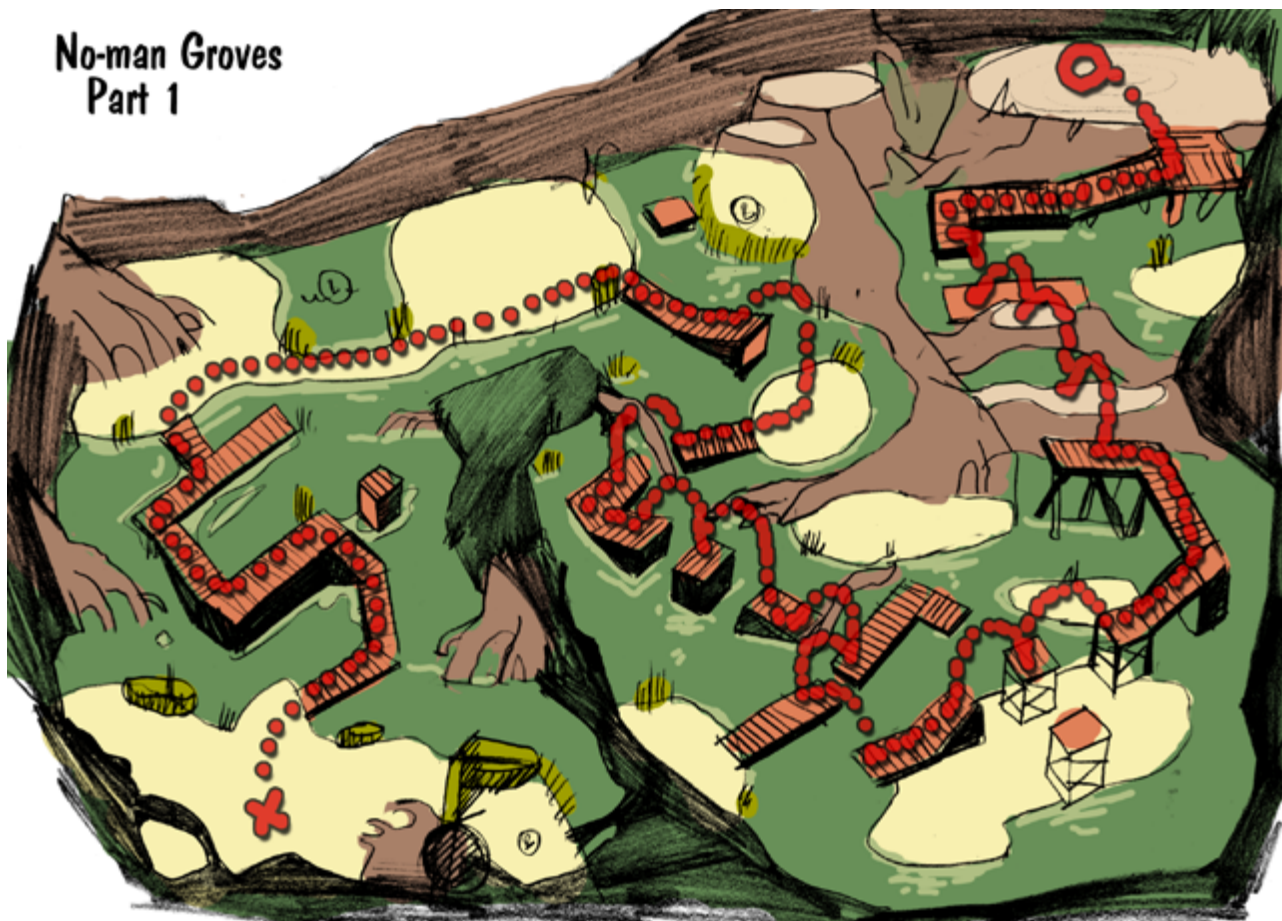
Level Maps

I designed the levels with a map that was a general outline for everyone else to work off. The idea was to keep them simple and show the important locations as clear paths. Sometimes it didn't work out that way in the final game. We learned that it is very easy to make maps for a 3D platformer confusing to the player. It's a lot harder than you think to make it clear for them without it being a simple path to follow.

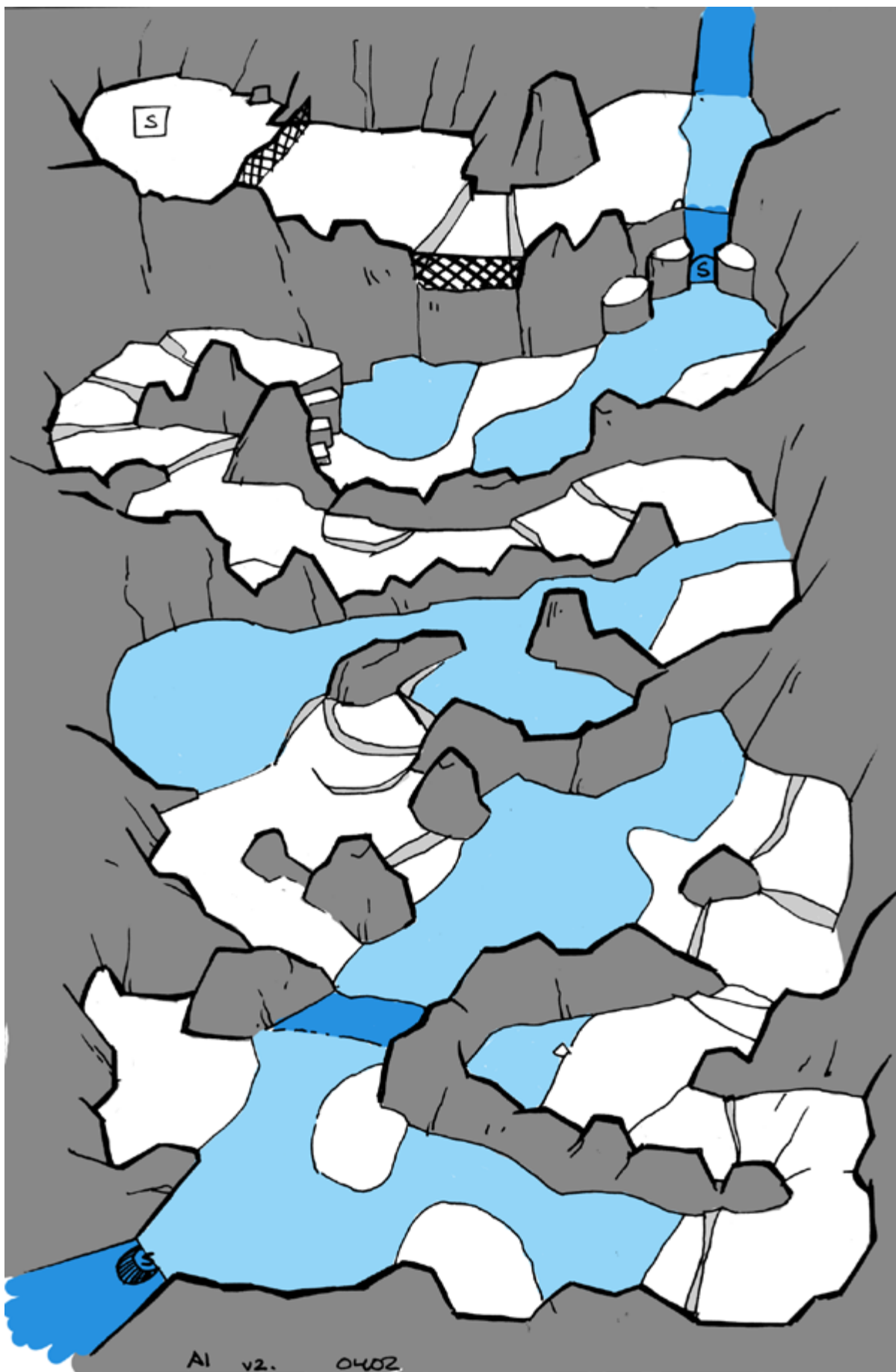
On the following pages you recognise many levels from the game as well as some that changed a few times and even some maps from the levels that got cut from the game. Including the first two prototype levels we did to test the gameplay.



No-man Groves Part 1



Two Up

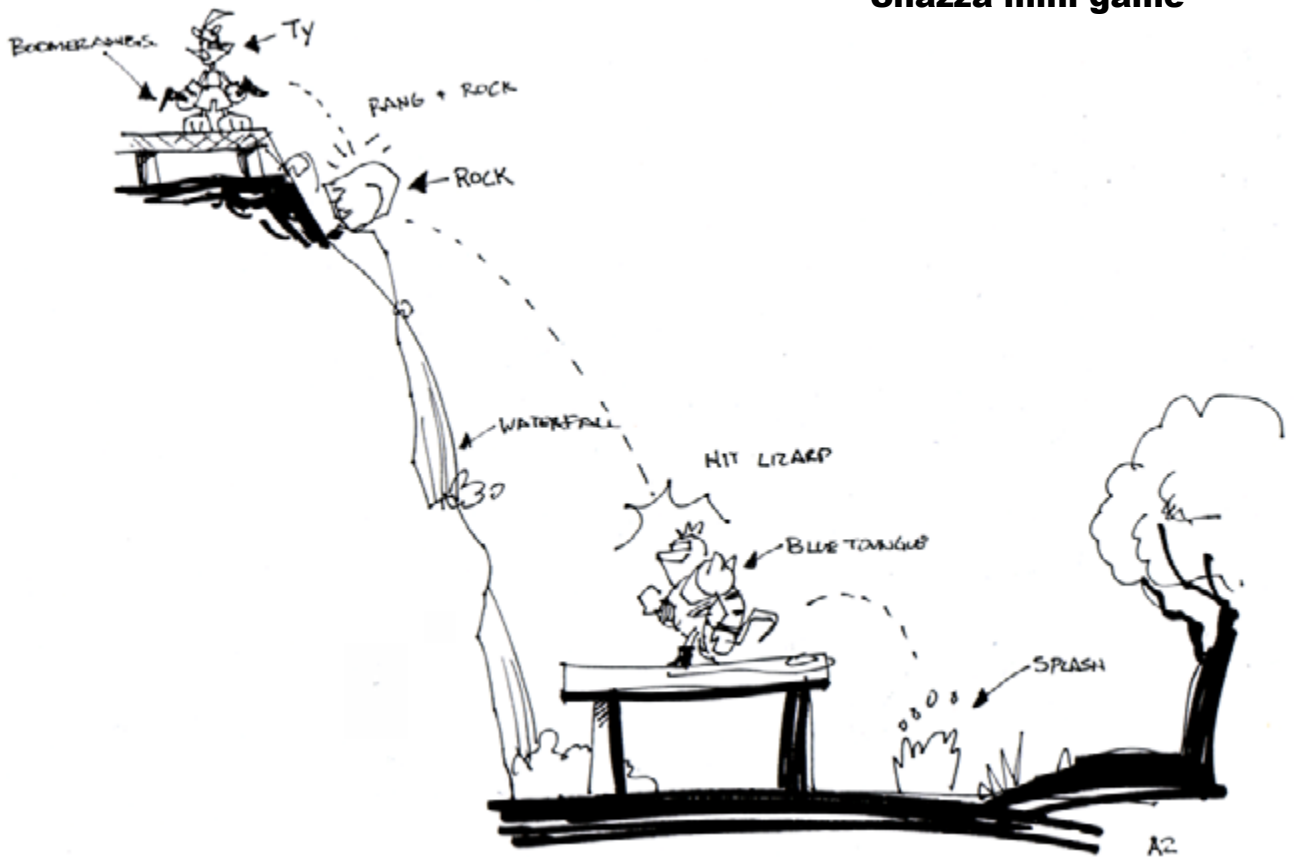




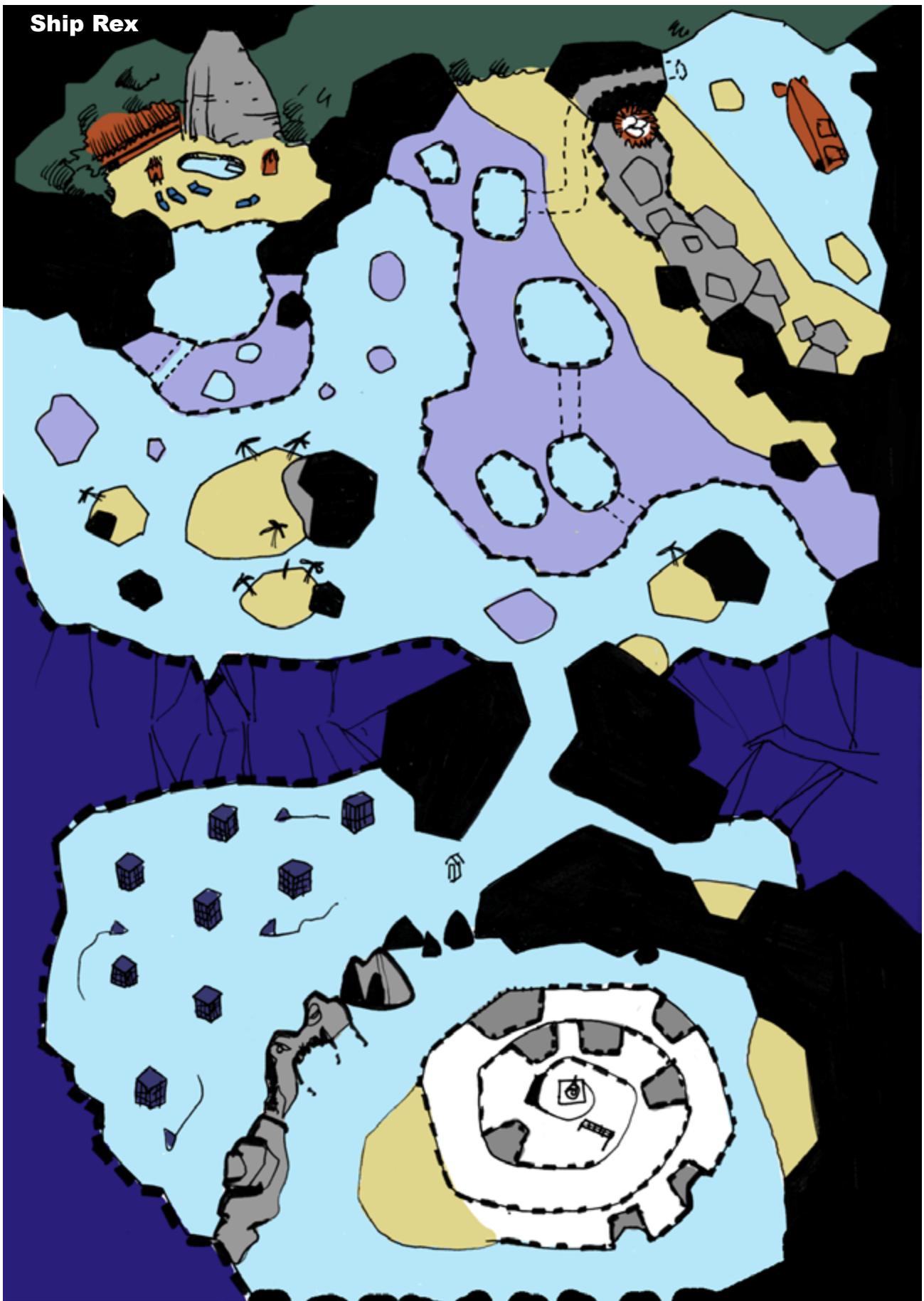
A Walk in the Park



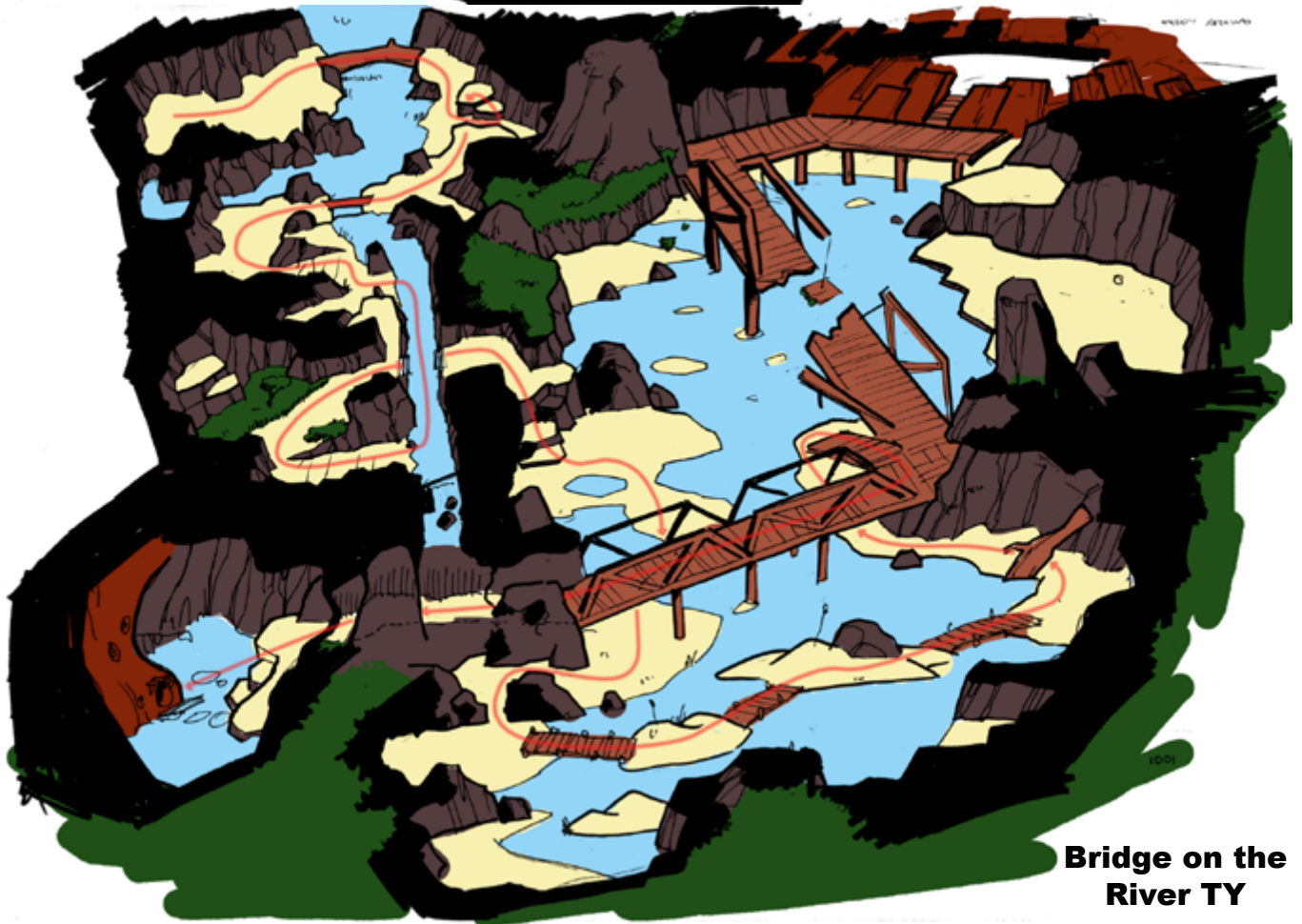
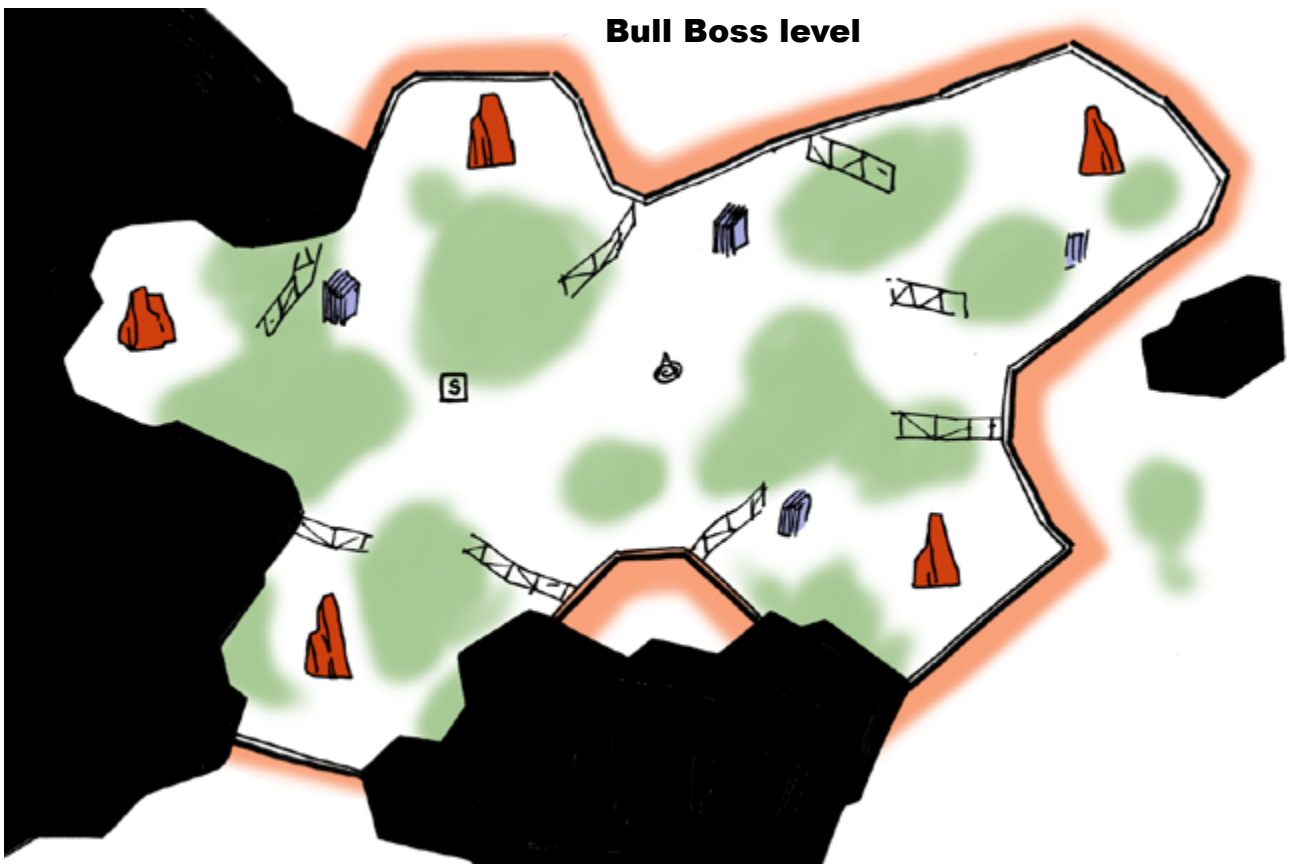
Shazza mini game



Ship Rex



Bull Boss level

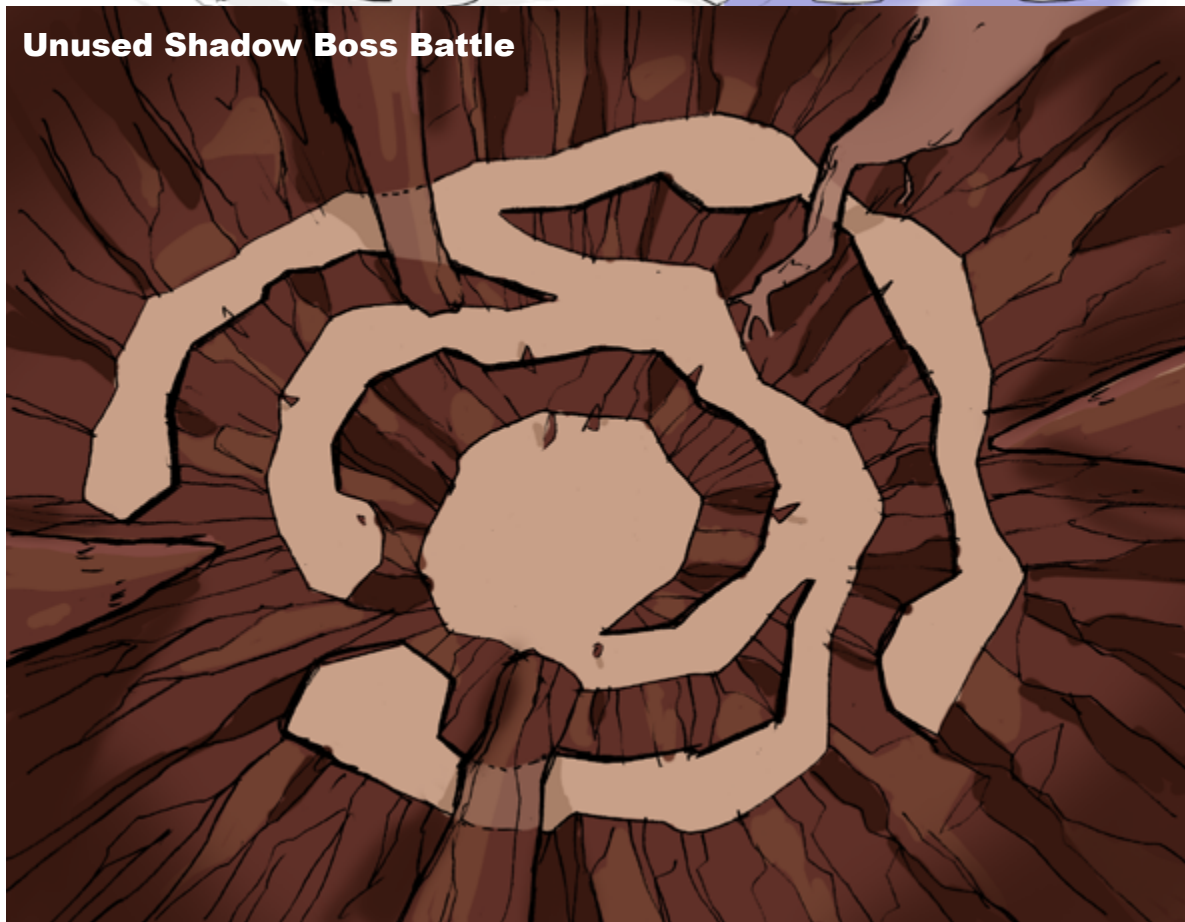


Bridge on the River TY

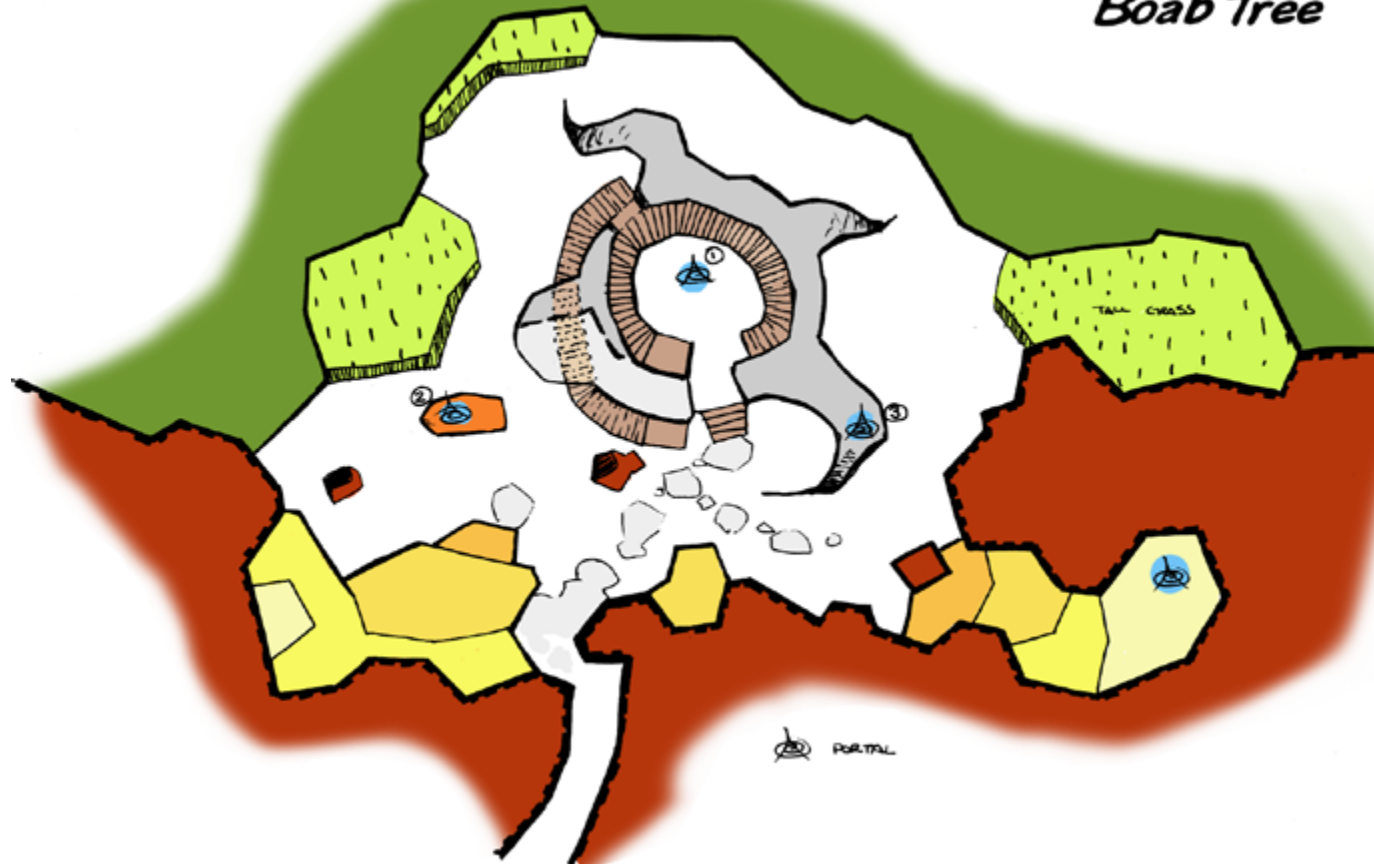
Snow Worries



Unused Shadow Boss Battle

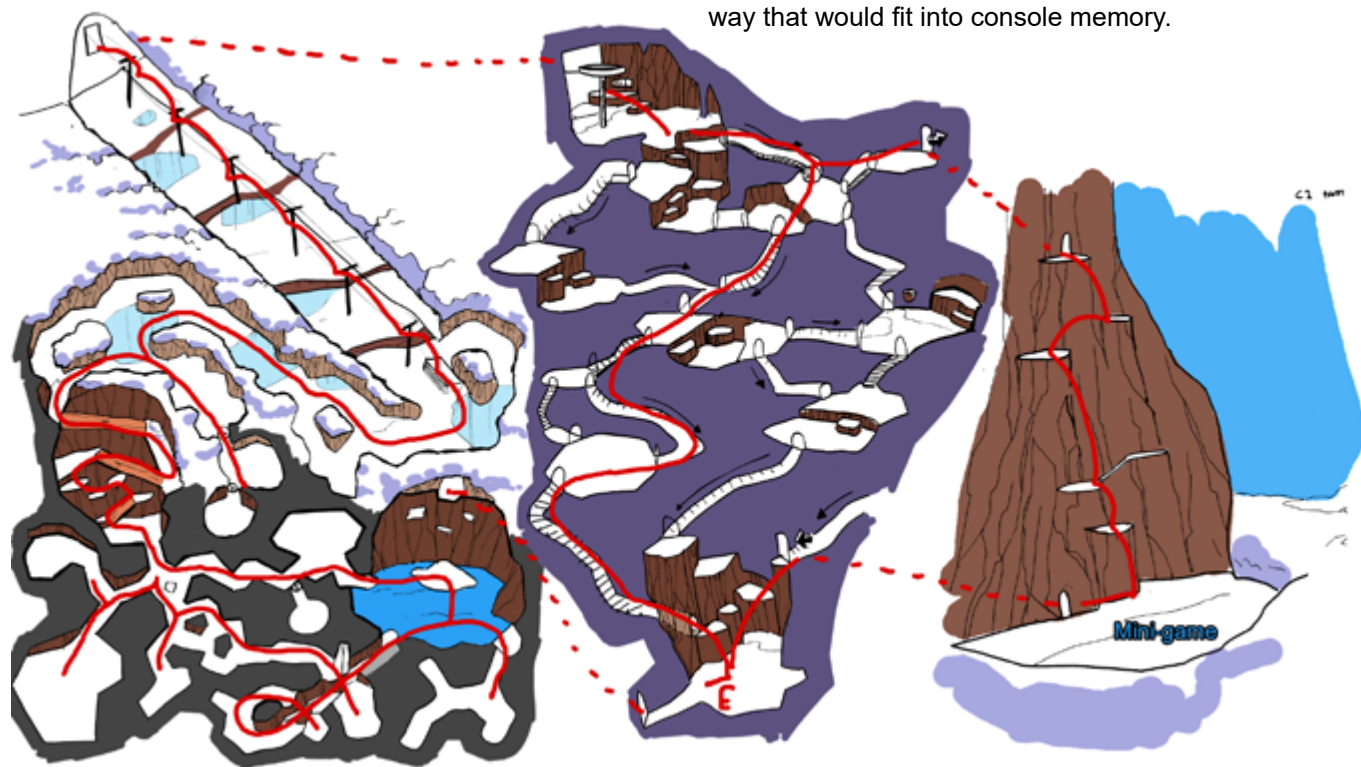


Boab Tree

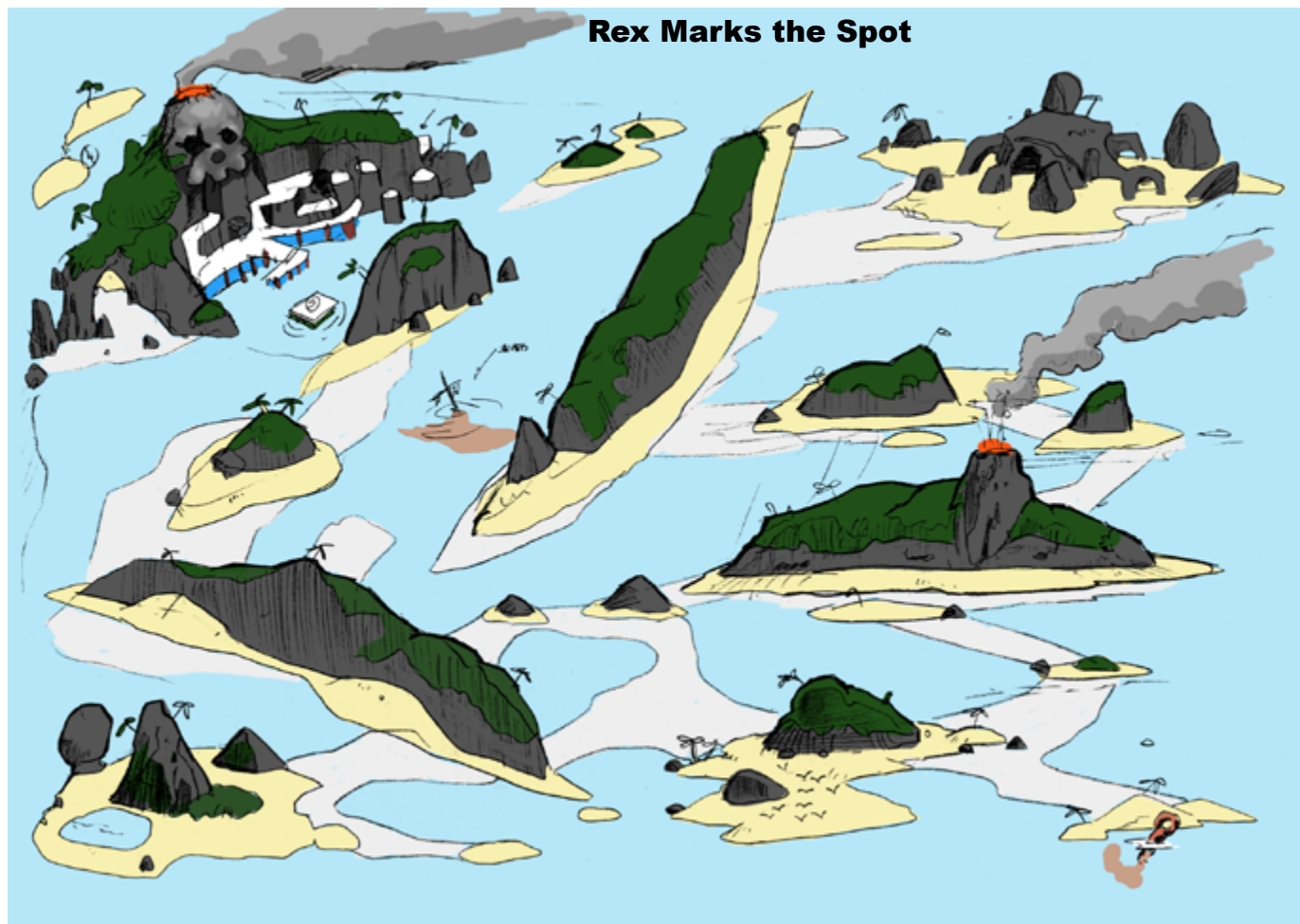


Beyond the Black Stump

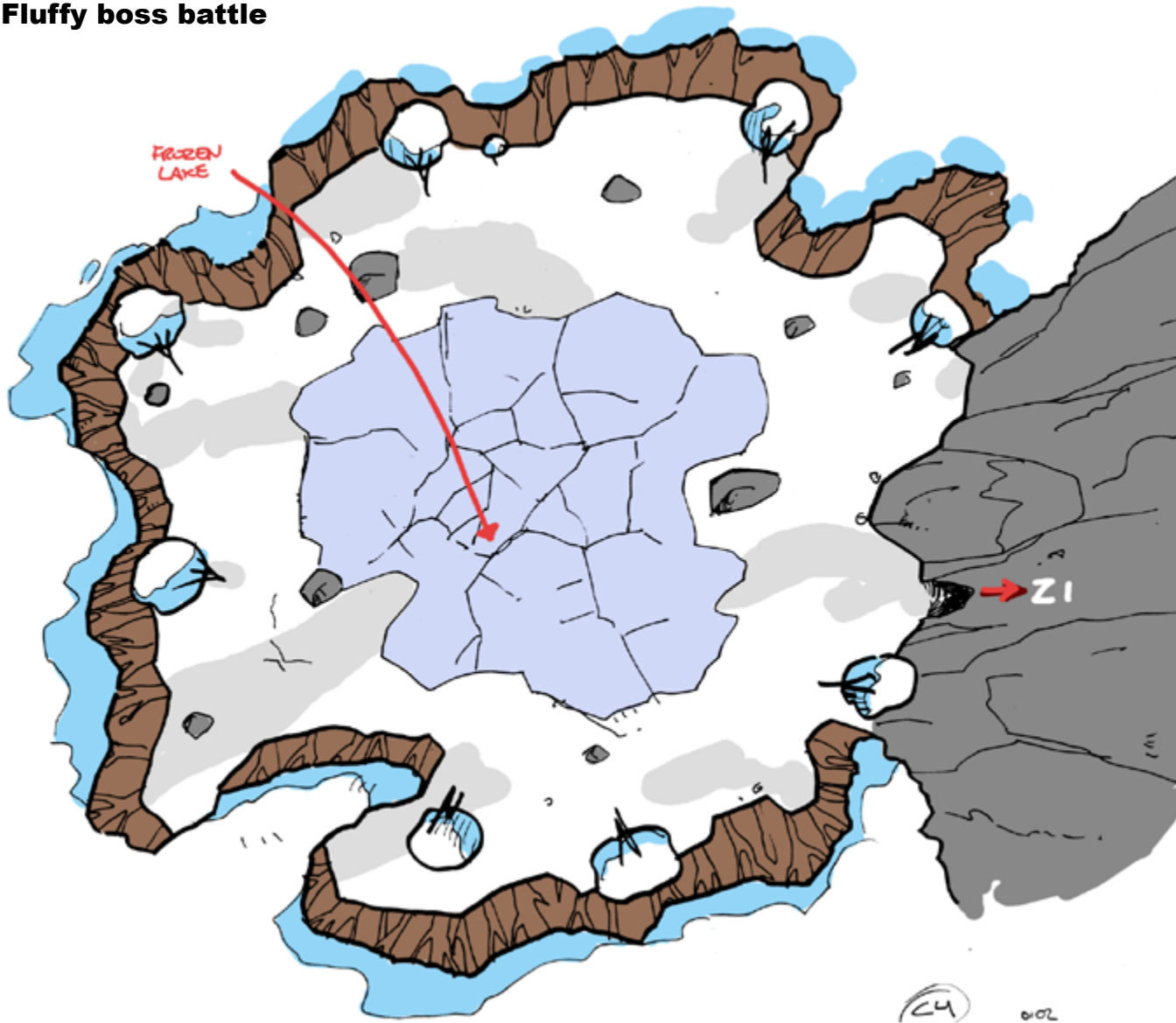
You can see the original design had an entire level worth of Ice caves which were cut early because there was no way that would fit into console memory.



Rex Marks the Spot

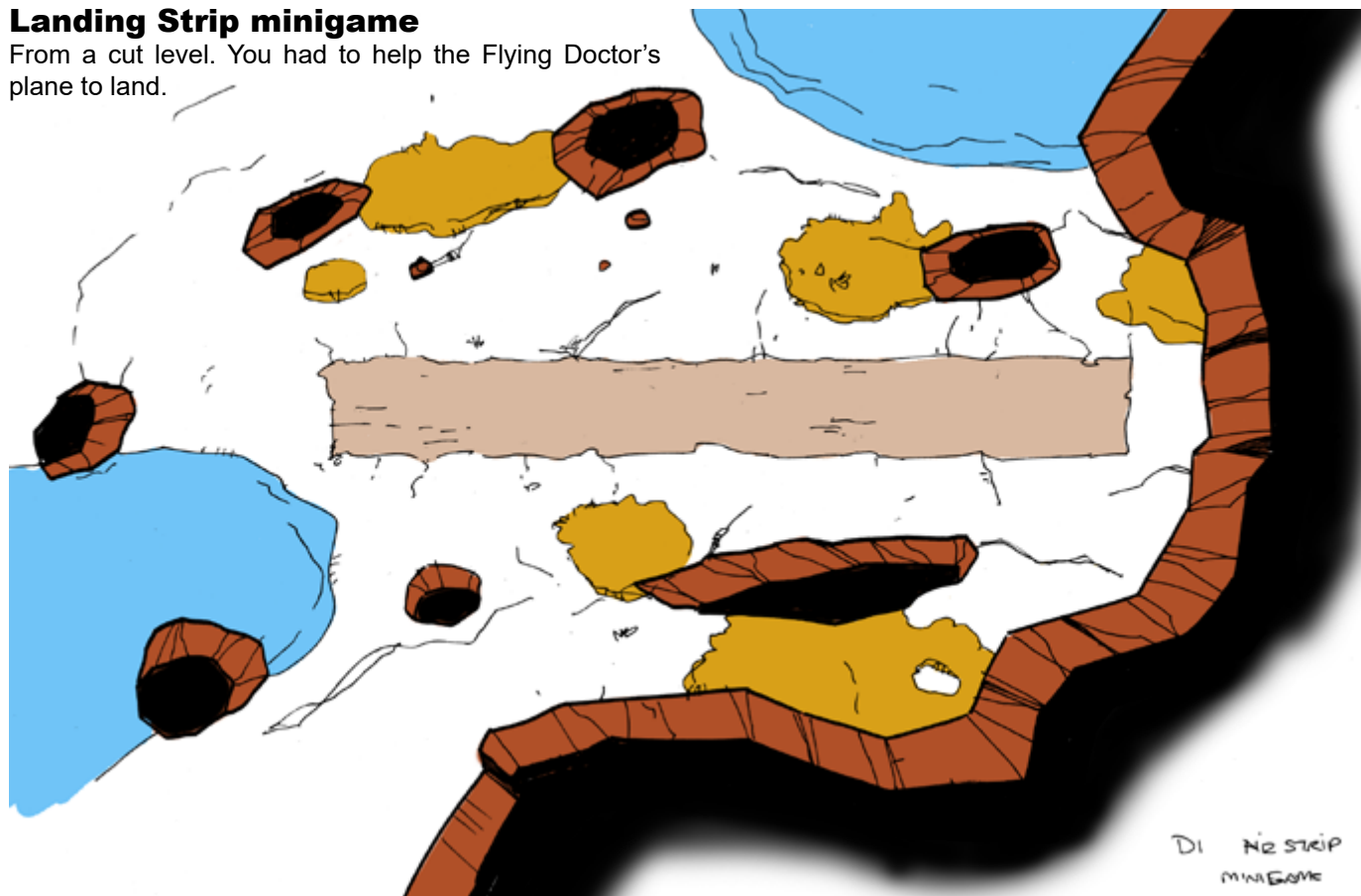


Fluffy boss battle



Landing Strip minigame

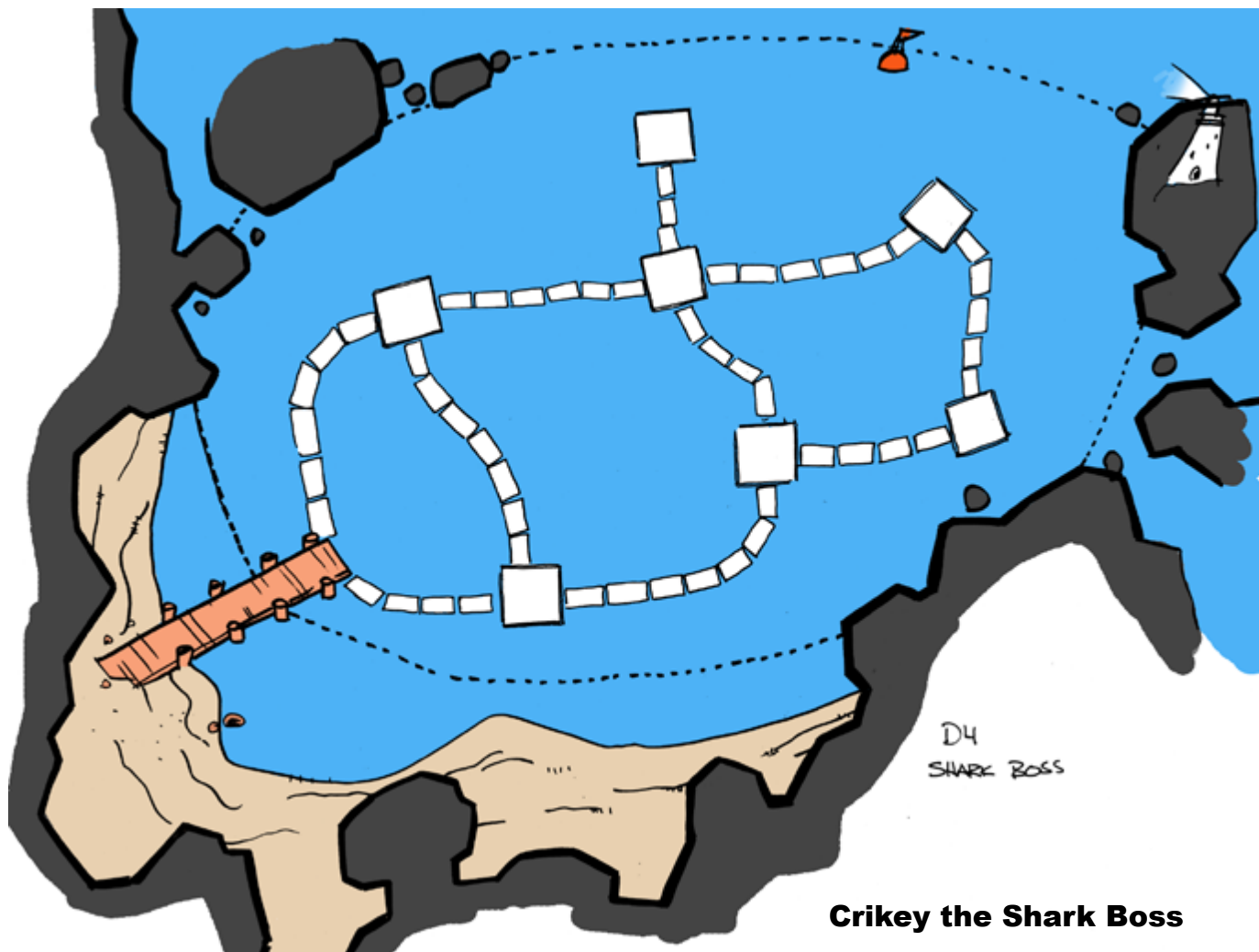
From a cut level. You had to help the Flying Doctor's plane to land.





Bridge on the River TY 2

This cut level was going to start from the back of Dennis' house and feature a look similar to Bridge on the River TY.







Very early promo shots

Storyboards



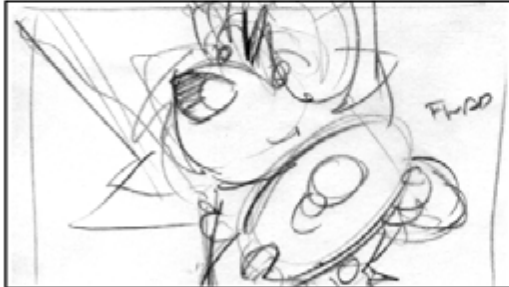
LOW ANGLE LOOKING UP AT SHADOW AS SHE SCREAMS. LOTS OF STEAM AROUND HER.

SHADOW "AAAAARRGGHH!!"



SHADOW FLIES OFF DROPPING TALISMAN WHICH FALLS OUT OF FRAME.

ZIP PAN DIAGONALLY RIGHT



ZIP CAM IN TO SHAZZA CATCHING TALISMAN.

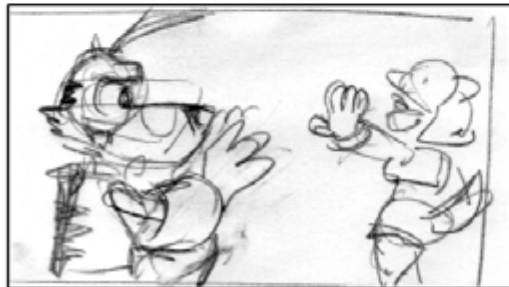


SHAZZA HANDS TALISMAN TO TY.

SHAZZA "THANKS POSSUM!"



SHAZZA PECKS TY ON THE NOSE



SHAZZA WAVES GOODBYE AND WALKS OFF.

TY HAS A BIG SMILE ON HIS FACE AS HE WAVES BACK.

NOTE: HIS HAIR SHOULD BE UP AT AN ANGLE - BUT DON'T SHOW IT GOING UP :)



The Art of TY the Tasmanian Tiger

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By Steve Stamatiadis

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